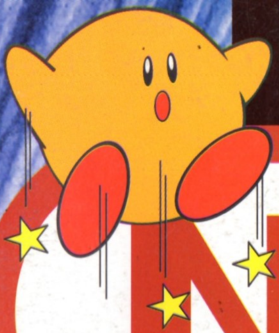
SUPER NINTENDO ENTERTAINMENT SYSTEM

Nintendo ENTERTAINMENT SYSTEM

GAME BOY



Nintendo®

MAGA STEM

MAR #18

ONLY £2.25

FREE! KONAMI MINIMAG

INS

★ STUNTRACE FX AND CITADEL! KICK OFF 3

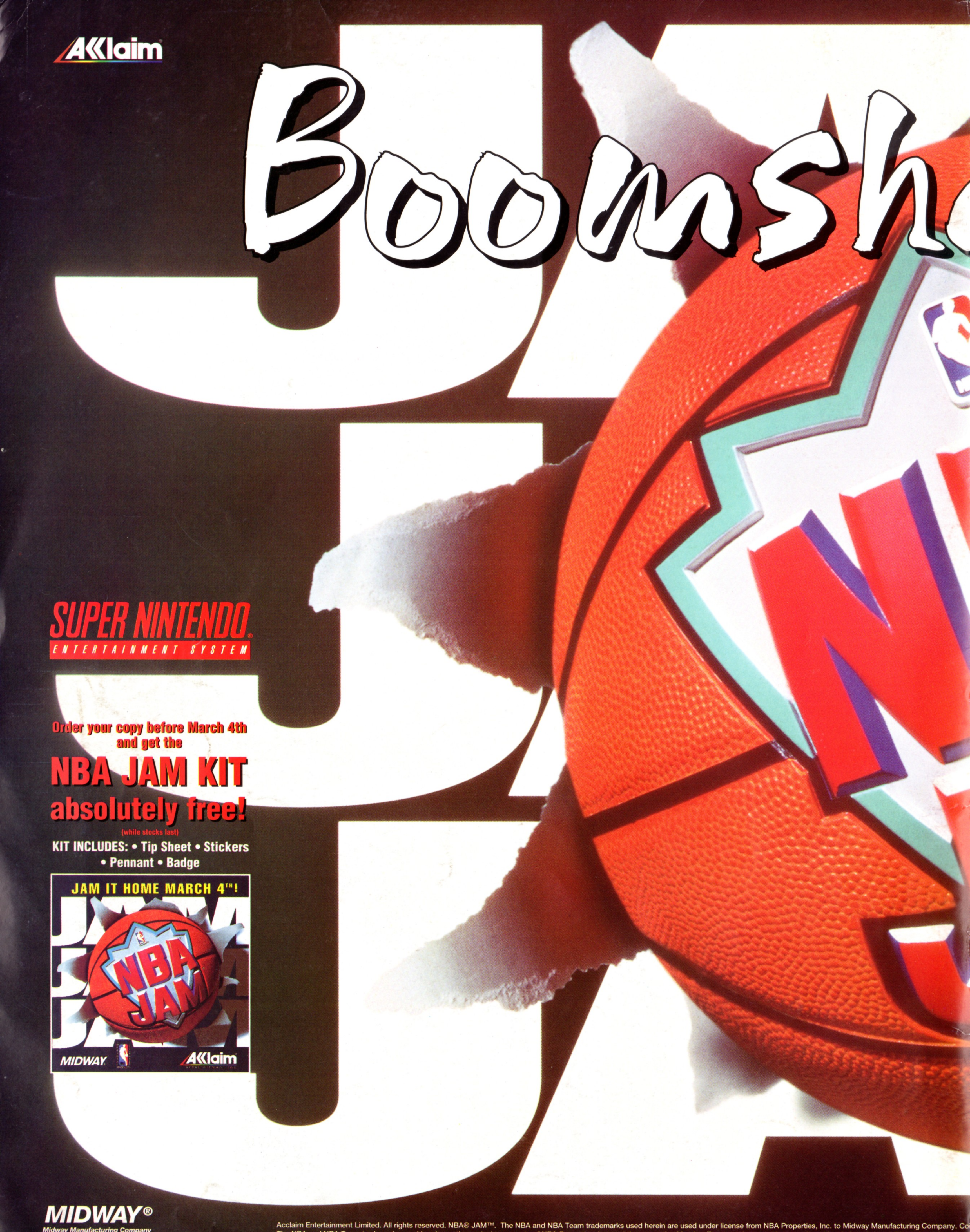
★ MEGA MAN 6

★ BATMAN

KIRBY KRAZY! PINBALL SMASH REVEALED!

Exclusive® MARIOLAND 3

Britain's Best-Selling Nintendo® Magazine


Acclaim
Boomsh
JAM
JAM
JAM
NBA JAM
JAM IT HOME MARCH 4TH!
NBA JAM
MIDWAY
Acclaim
MIDWAY®
Midway Manufacturing Company

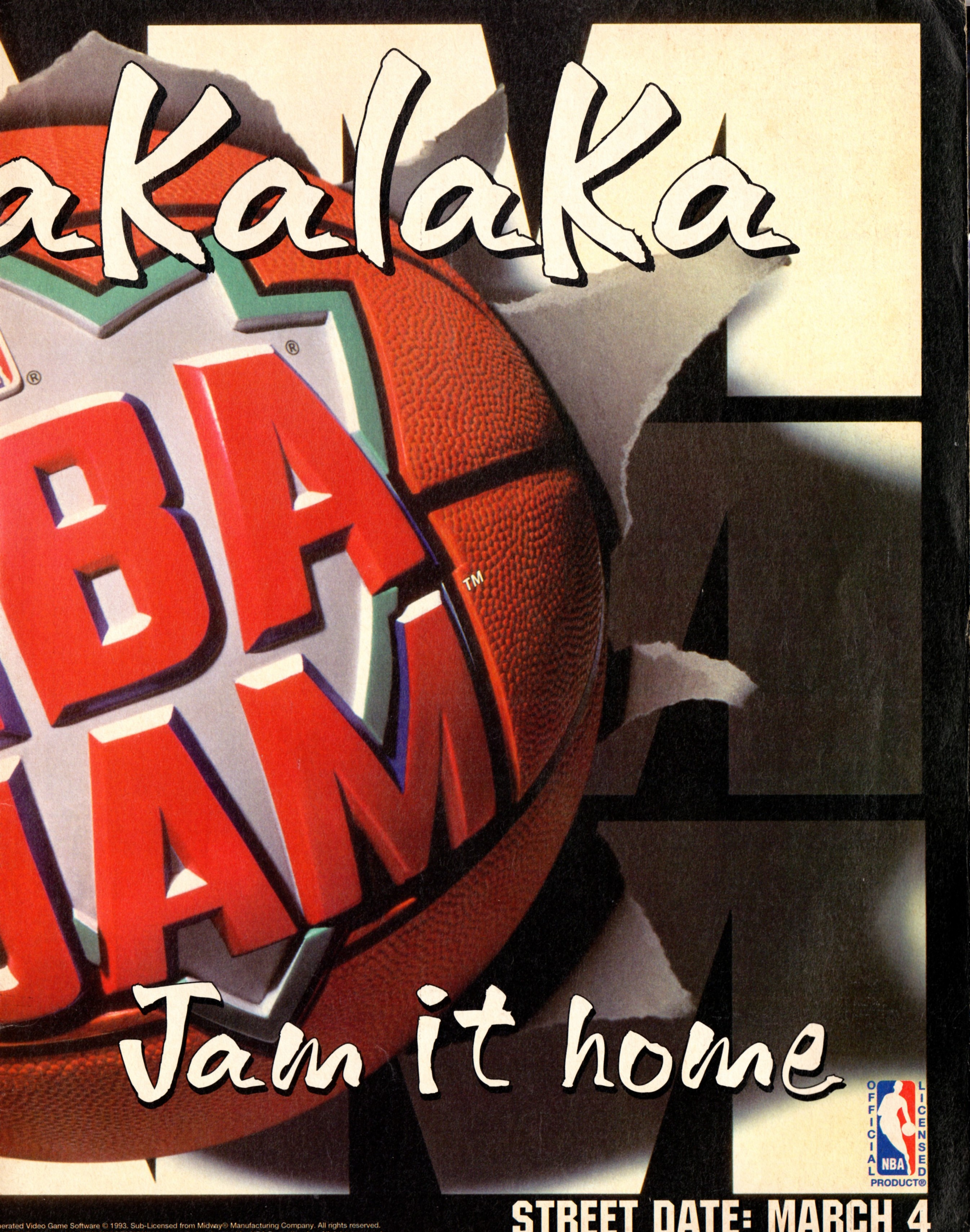
SUPER NINTENDO
ENTERTAINMENT SYSTEM

Order your copy before March 4th
and get the

NBA JAM KIT
absolutely free!
(while stocks last)

KIT INCLUDES: • Tip Sheet • Stickers
• Pennant • Badge

Acclaim Entertainment Limited. All rights reserved. NBA® JAM™. The NBA and NBA Team trademarks used herein are used under license from NBA Properties, Inc. to Midway Manufacturing Company. Co
The NBA and NBA Team trademarks used herein are the exclusive property of NBA Properties, Inc. and the respective Member Teams and may not be reproduced in whole or in part without the written con



aKaLaKa
NBA
JAM
®
®
TM
Jam it home
OFFICIAL LICENSED
NBA
PRODUCT®

STREET DATE: MARCH 4

perated Video Game Software © 1993. Sub-Licensed from Midway® Manufacturing Company. All rights reserved.
of NBA Properties, Inc. NBA JAM SESSION is trademarked and owned by NBA Properties, Inc. All rights reserved.

graham taylor not included!

"Virtual Soccer is the most rounded and playable footie game to date" - NMS: 93%

"...even better than Striker" - Super Play

"... In my opinion this is the best footie game yet." - Super Pro

VIRTUAL SOCCER

3-2-5
F
M
D
TEAM ONE

NEW ZEALAND

Carrasco
0 33 0
Indirect Free Kick

VIRTUAL SOCCER is a footie fan's dream come true! More than just a game, it's designed to let you experience every aspect of this spectacular sport!

Just take a look at this

- A choice of three pitches: Top view, Side view and Flat view.
- An international selection of 24 teams that vary from super tactical to downright dirty.
- Detailed graphics and animations.
- A variety of formations to choose from.
- Variable weather and pitch conditions.
- Player injuries.
- Realistic penalty shoot-outs.
- Intentional fouling.
- Five different referees ranging from blind to Spartan.
- Individual statistics including Kick Power, Stamina and Speed.
- An after-match analysis.

Need we say more?

© 1993 Hudson Soft
Virtual Soccer is a trademark of Hudson Soft
Virgin Interactive Entertainment (Europe) Ltd.
Virgin is a registered trademark of Virgin Enterprises Ltd.

HUDSON GROUP
HUDSON SOFT®

Virgin
INTERACTIVE
entertainment

Nintendo®

SUPER NINTENDO
ENTERTAINMENT SYSTEM
PAL VERSION

WHODUNNIT
EDITOR
TIM BOONE
ART EDITOR
GARY HARROD
DEPUTY EDITOR
ANDY McVITTIE
SOFTWARE EDITOR
PAUL DAVIES
DEPUTY ART EDITOR
DAVE KELSALL
DESIGNER
AILEEN O'DONNELL
OFFICE SLAG
GEORGE MANGION
AD MANAGER
LIZA HAWKES
GROUP AD MANAGER
MELANIE ROBERTS
PRODUCT MANAGER
SARAH EWING
MARKETING MANAGER
KAREN WILLIAMS
MARKETING EXECUTIVE
FIONA MALLOCH
MARKETING DIRECTOR
MARCUS RICH
PUBLISHING DIRECTOR
DAVID KELLY
MANAGING DIRECTOR
TERRY PRATT
CONTRIBUTORS
RICHARD LEADBETTER, ROB BRIGHT, CLAIRE COULTHARD

EDITORIAL OFFICES: Priory Court, 30-32 Farringdon Lane,
London, EC1R 3AU.
PHONE: 071 972 6700
FAX: 071 972 6703
PRINTED BY: PASSMORE WEB OFFSET (BASILDON) LTD
COLOUR: COLOUR-TECH AND PRE-PRESS
DISTRIBUTED BY: BBC FRONTLINE
PRINTED IN THE UK
© EMAP IMAGES 1994

SUBSCRIPTIONS AND BACK ISSUE ENQUIRIES:
Tower Publishing, Tower House, Sovereign Park, Lathkill Street, Market Harborough, Leics LE16 9EF. Tel: 0858 468888
SUMPTIOUS SUBSCRIPTION RATES (12 ISSUES)
United Kingdom and BFPO: £24.75
Overseas Surface Mail: £34.00
Europe and Eire (Air Mail): £35.00
World Airmail Zone 1: £55.00
World Airmail Zone 2: £63.00

Nintendo Co. Ltd. Is the owner of the copyright and trademark rights in certain of the characters, artwork, logos and representations used in this publication. These are under licence to EMAP images Limited.

© 1994 Nintendo. All rights reserved.
NINTENDO, NINTENDO ENTERTAINMENT SYSTEM, NES, GAME BOY, SUPER NES and NINTENDO SUPER SCOPE are trademarks of Nintendo Co. Ltd.

NINTENDO MAGAZINE SYSTEM is the copyright of EMAP Images. Any duplication, transmission or use of any of the text or pictures contained within these pages without prior permission of the publishers will result in legal action. All details correct at press time, and neither NMS nor EMAP Images will be held responsible for errors or omissions beyond our control. The views expressed by our readers are not necessarily the views of the editors of this magazine.

COMPETITION RULES
EMAP Images and Nintendo employees and their immediate family aren't allowed to enter any NMS competitions. The editor's decision is final and there will be no cash alternative to the prize on offer.

FINAL BIT: CONSCIENCE CORNER #1
Look, it's all gone out of control. It all started when Graham Mangion turned up for work experience. None of us could remember his first name, so we started calling him George. Before long all Graham's mates were calling him George and now even his mum does it too. "Worst of all," Graham tells us "I was at this party and this bird asked what my name was and I said George. I didn't realise what I'd done until later on." Anyway, the entire office is now racked with guilt. Will he ever forgive us? Ah, who cares...

WELCOME TO
NMS

Dear Andy,

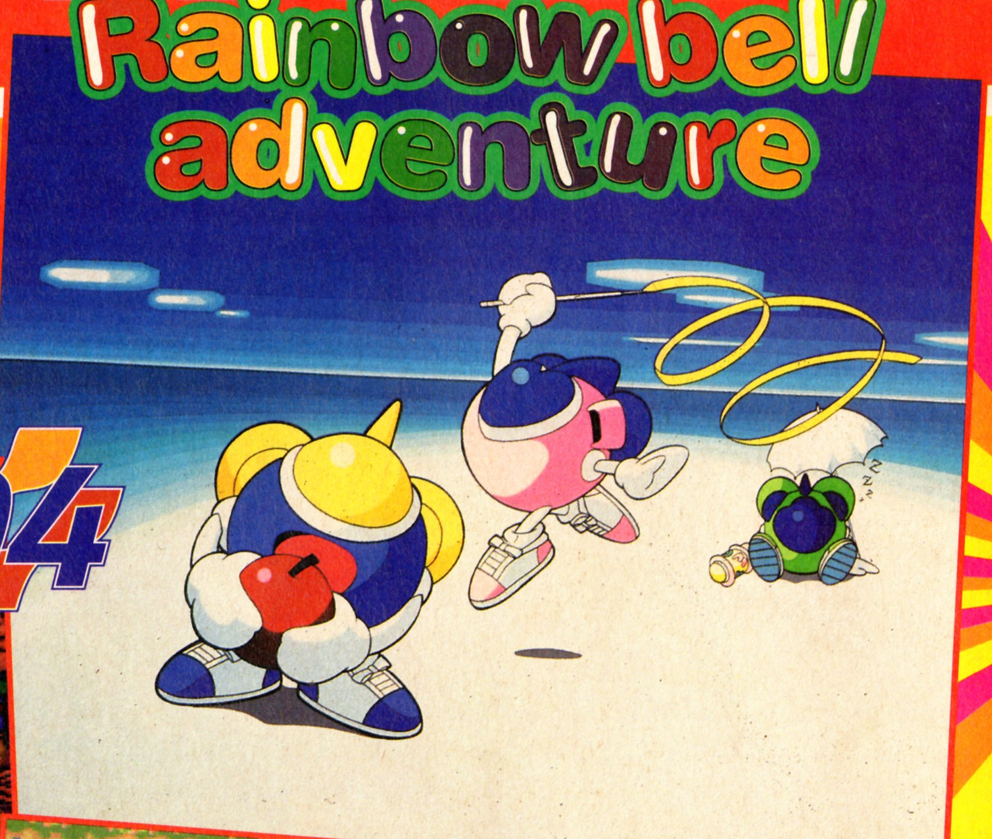
Could you write the Welcome page this month? Bang out the usual guff about Greatest Mag In History, Best Ever Issue in the self-important and almost pompous style required by the page - you know the form. Once you've done that, rattle on a bit about the incredible contents of this month's mag etc etc. There's a hell of a lot of stuff to talk about, so you'll have to be brief. Don't forget to tell the punters about the Konami 94 Special Issue, which contains Exclusive Reviews of some of the greatest games around, and remember that we're giving away a brand new coin-op to some lucky sod. Then go on about all the other Previews and Reviews we've scooped, like StuntRace FX, Citadel, Mega Man X and Kirby's Pinball, to name just a few. There's tons of stuff in our big CES report too - including the latest Project Reality shots - and George has done a brilliant job on the awesome Turtles Tournament Players Guide. Basically this is a bloody excellent issue and at £2.25 it's a steal. I wonder when Lord EMAP's going to cotton on to the fact that we're such a bargain? Oh well, what the old duffer doesn't know can't hurt him.

See you later

TIM

PS Mega Man X is brilliant, so make a lot of fuss about that too. Ta.

CONTENT



FREE! FABTASTIC KONAMI '94 SPECIAL

Yowsaaa! How's about an Exclusive look at all the really BIG Konami games, revealed and rated as only NMS can! If that's not enough, we talk exclusively to the Japanese supercompany about their plans for the future - and they give us all the answers because we're NMS after all...

KONAMI '94
さいなら一っ!!

WIN! YOUR VERY OWN KONAMI COIN-OP!

Well, by now you've probably discovered whether you've won or not. If you've only got two brain cells to rub together and haven't opened your card yet, do so right now! If you're a bit cheesed off because you didn't get it, turn to page 64 and, in the words of the not-so-great man: "Let's 'ave a look at wot you wood 'a woon..."

GANBARE
Goeman
2

STOP PRESS! KICK OFF 3! EXCLUSIVE

GOAAL! NMS grabs the long-awaited and rather excellent-looking Kick Off 3 for a last-minute News Special which tells you all you need to know about one of the biggest games of the year. Is this going to knock Striker and Virtual Soccer into touch? How will it fare against the forthcoming FIFA Soccer from EA? The answers begin on page 96. Go read it now. Yes, you have permission to run...

ISSUE 18
MARCH 1994

IN THE NEWS

MORTAL KOMBAT 2 8
FATAL FURY SPECIAL 9
SATURDAY NIGHT SLAM MASTERS 9
BASEBALL SPECIAL 10
PROJECT REALITY 12
NEW NINTENDO GAMES REVEALED 14
STOP PRESS! KICK OFF 3 96

レが主役
強力!
KIRBY'S
PINBALL LAND

CES SPECIAL REPORT ALL THE MONSTER GAMES REVEALED!

That's right, we've been at the CES and brought back the best report of the procedings. Want to know what's the tops and what's not? You've come to the right place - so stop farting about and dive straight in!

NMS REVIEWS

GOEMAN II (KONAMI SPECIAL)
LETHAL ENFORCERS (KONAMI SPECIAL)
RAINBOW BELL ADVENTURE (KONAMI SPECIAL)
SUPER CHASE HQ 34
KIRBY'S PINBALL 36
SUPER GOAL 2 42
TETRIS BATTLE 60
STANLEY CUP 66
SKYBLAZER 68
SPACE ACE 72
BATMAN ANIMATED SERIES 74
DR FRANKEN 76
STAR TREK NEXT GENERATION 78
MEGA MAN X 82
CHUCK ROCK 84
TETRIS 2 85

SPECIAL PREVIEWS

CHARLES BARKLEY SHUT UP AND JAM BASKETBALL 18
SPEED RACER 18
BUBSY 2 19
FIRETEAM ROGUE 19
STUNTRACE FX 22
HUMAN GRAND PRIX 2 26
RYAN GIGGS SOCCER 30

IRREGULARS

F1 POLE POSITION COMPO 28
NBA JAM COMPO 32
SECRET KIRBY NEWS 39
KONAMI COIN-OP GIVEAWAY 64

PLAYGUIDES

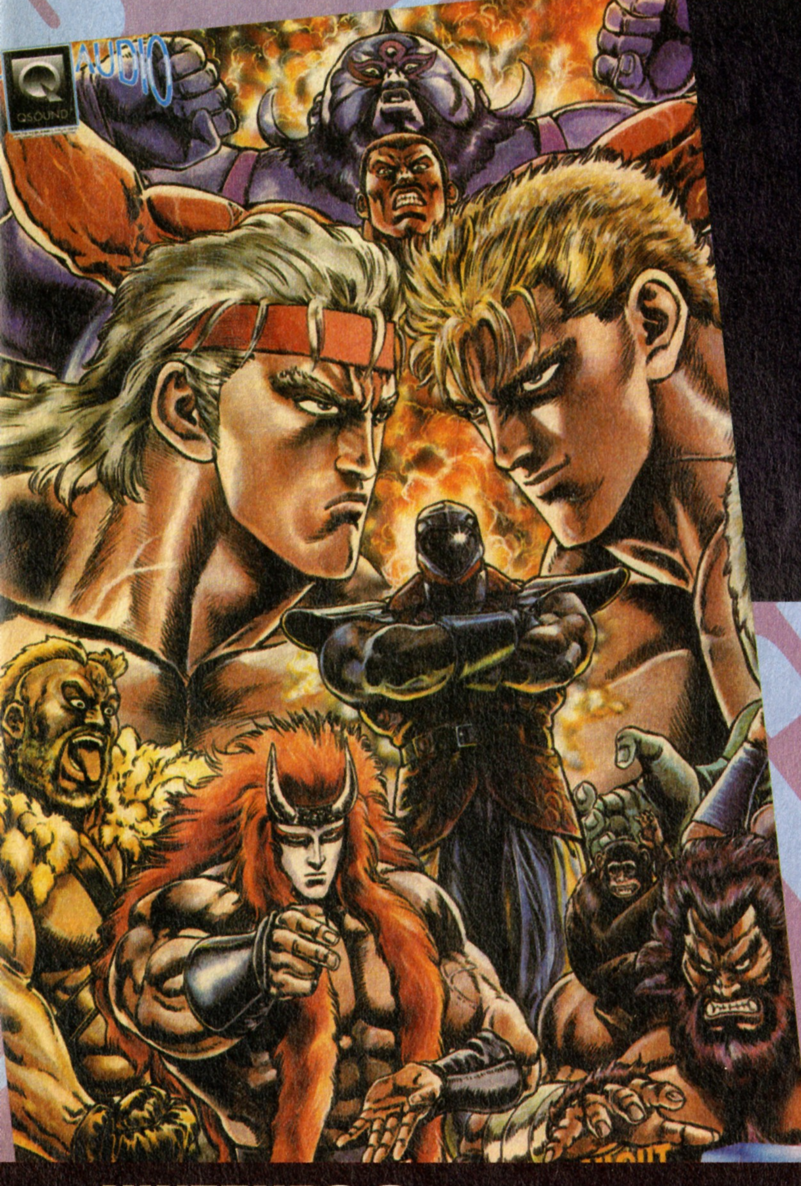
COMPLETELY AWESOME TURTLES TOURNAMENT SPECIAL (PART 1) 50
ALMOST AS AWESOME ZELDA GUIDE (PART 3) 54

REGULARS

NEWS 8
PREVIEWS 18
REVIEWS 34
NINTENDO HELP SYSTEM 43
SEAL'S MAILBAG 86
Q&A 90
OUT NOW 94
STOP PRESS! 96
NEXT MONTH 98

SHOWTIME CES!

NMS SPECIAL REPORT



CAPCOM SLAM MASTERS ON SUPER NES!

Hot news for wrestling fans and large cart junkies alike. Capcom have announced their intention to convert their latest and, some would have it, greatest wrestling beat 'em up coin-op - Saturday Night Slam Masters - for the Super NES. The arcade smash is apparently going to be the first 24meg cart for the machine - and when you see what's being crammed in you'll understand why.

First up the player is given the choice of eight characters ranging from the familiar to the ridiculous, with Mike Haggar from Capcom's earlier smash Final Fight making an appearance. Next there is a choice of play modes featuring options for one, two and even four fighters playing as two-on-two tag teams for the topmost in Multitap laffs. The play takes the form of a wrestle tournament with each bout lasting three minutes and the winner being decided by a fall, submission or by being counted out outside the ring - or in it for that matter. Once the player, or players have defeated all eight characters there are a further four megaboss types to deal with and, believe me, none of them take any mess! Details of the game's release are sketchy at present but be assured that we'll pin Capcom down for a full no-holds-barred preview real soon.

FATAL FURY SPECIAL ON THE WAY!

After the success of the excellent Fatal Fury 2, SNK's coin-op Fatal Fury Special is set to be converted to the Super NES. Takara are the sofware house taking on the job, and if the arcade version is anything to go by this is bound to damn good.

So what can you expect from this latest Fatal Fury instalment. For starters there are four new characters, a host of new moves from the previous eight characters and some dandy new outfits. Following in the foot steps of Street Fighter II, the four bosses are now playable too.

The feature likely to inspire the most excitement though is the improvement in the combos, some characters having up to five of them. There's even a hidden character - Ryo from Art of Fighting - to take on when you've destroyed all of the other opponents. Add to this the fact that it's about 15% faster and you've got a seriously groovy one-on-one beat em' up on your hands. Obviously news about the game is a bit erratic, but rest assured that anything new that makes its way through the grapevine will appear first in these pages.

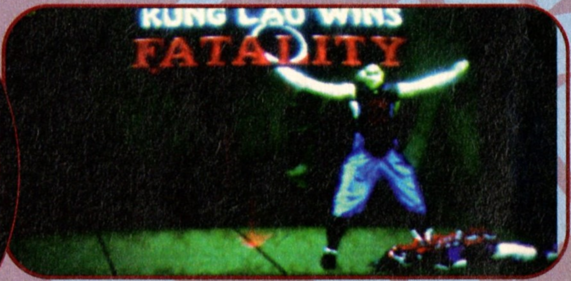
VIVAAA LAS VEGAS! It's been CES time again, with all the latest and greatest Nintendo games on show for the first time. Needless to say there were tons of Nintendo games on display at the CES but life being what it is some of them were not perfect. We've decided to give you what we see as the cream of the crop, the icing on the cake, the froth of the beer. Basically we won't waste time with games not worth mentioning and will concentrate instead on the biggest and most important titles. We're not even going to waste any more space on this intro. Let's go!

BARAKA WINS
MK MK MK MK
SUB-ZE

MORTAL KOMBAT 2 REVEALED!

LIU KANG WINS

Alright, this is not really official CES stuff, but we did here it unofficially at the show, so here goes with the news you've been waiting to hear: ***MORTAL KOMBAT 2 IS COMING TO SUPER NES!*** Sequel to one of the best beat em' ups around, Mortal Kombat. Mortal Kombat 2 comes with the promise of more characters, new attacks and more death moves making this even more violent than its predecessor. Now there are 12 different fighters to choose from, and seeing as MK2 is one of the most violent games EVER the big N are going to have a hard time cutting out the nasties this time round!



WHAT TO EXPECT

The gameplay is more or less identical to Mortal Kombat but now there are more moves to deal out and deal with. For example Kung Lao, one of the new bad guys uses his hat as a weapon for decapitation. One of the really special moments is Liu Kang's ability to turn into a huge dragon and chomp his opponent in two!

The graphics have clearly improved with actors dressed up in costumes and then touched up on the computer creating a real sense of realism. Again though it is the realism of the violence that could well be the problem with this game, and when Mortal Kombat 2 undergoes conversion to the Super NES it is almost certain that the more disturbing elements will be dropped.

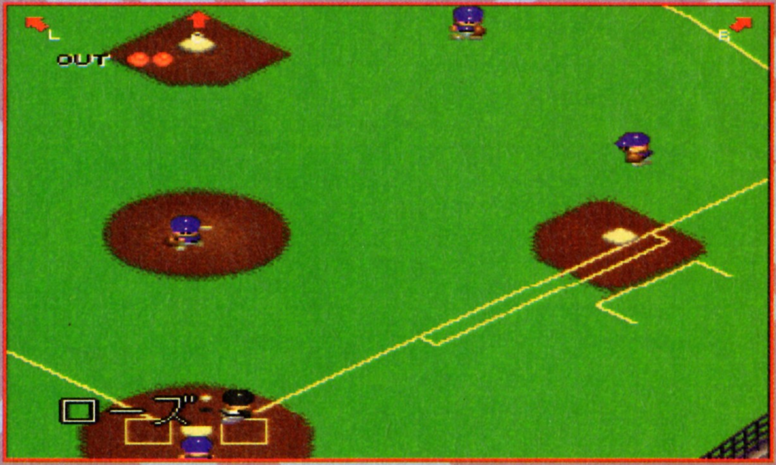
WHEN TO EXPECT IT

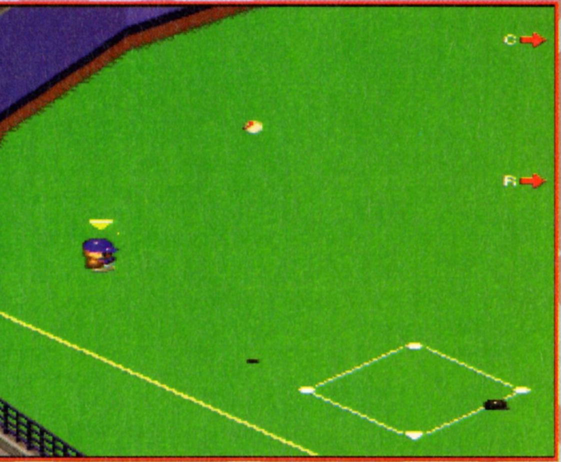
The date of release for a Super NES conversion is likely to be sometime around Christmas '94 so there's quite a wait yet but we'll keep you informed as to the details the very second we get them. Anyway, rather than blather on about this and that, we thought you'd rather see shots of the arcader so you know roughly what to expect. We know what you want!

BATTLEZONE:
KOMBAT TOMB

SUPER NES GOES BASEBALL BARMY!

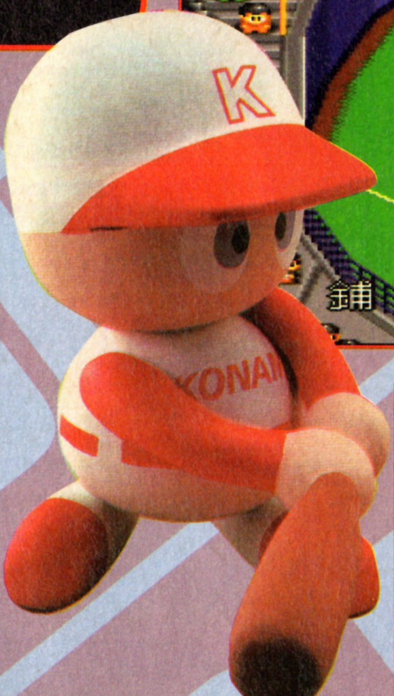
One of Nintendo's flagship games has to be **Ken Griffey Jr Major League Baseball** on the Super NES. Like most of you, we hadn't the faintest idea who Ken Griffey is. Apparently he's a bit of an American Baseball legend who plays for the Seattle Mariners. Anyway, Nintendo are making a big deal of his involvement in the development of the game and their five million dollar ad campaign promoting it seems to stress how big a title this is going to be. From what we've seen it certainly looks impressive. It comes with 28 stadiums, 700 unique players, each with individual statistical ratings (Americans love stats!) and has the flexibility to accommodate players of all skill levels. The large sprites which take up nearly half the screen give this sports sim a distinctly arcade feel and this could well be the game that gives baseball in Blighty the popularity that American Football has basked in for donkey's years.

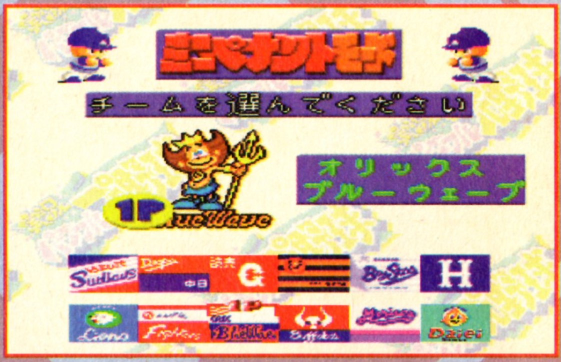


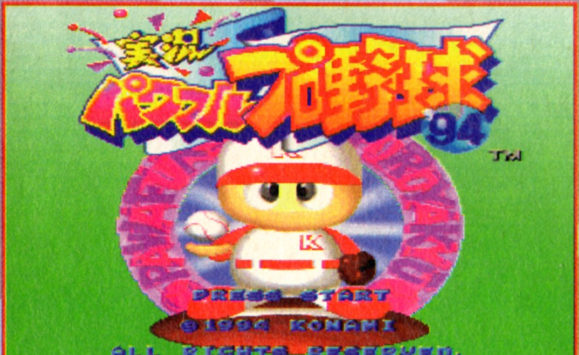


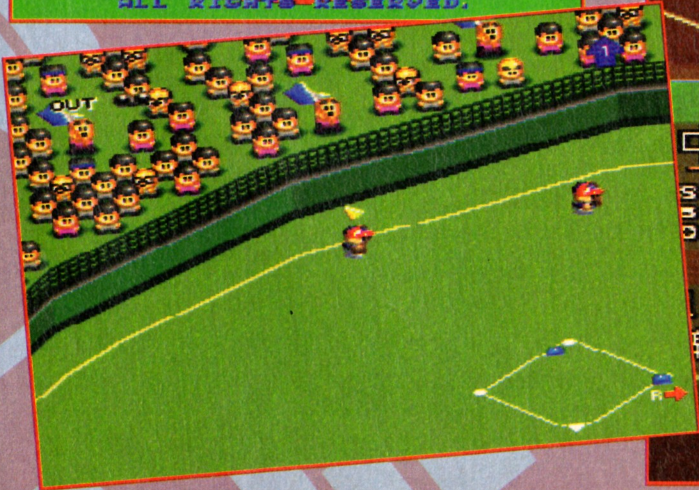
KONAMI BASEBALL

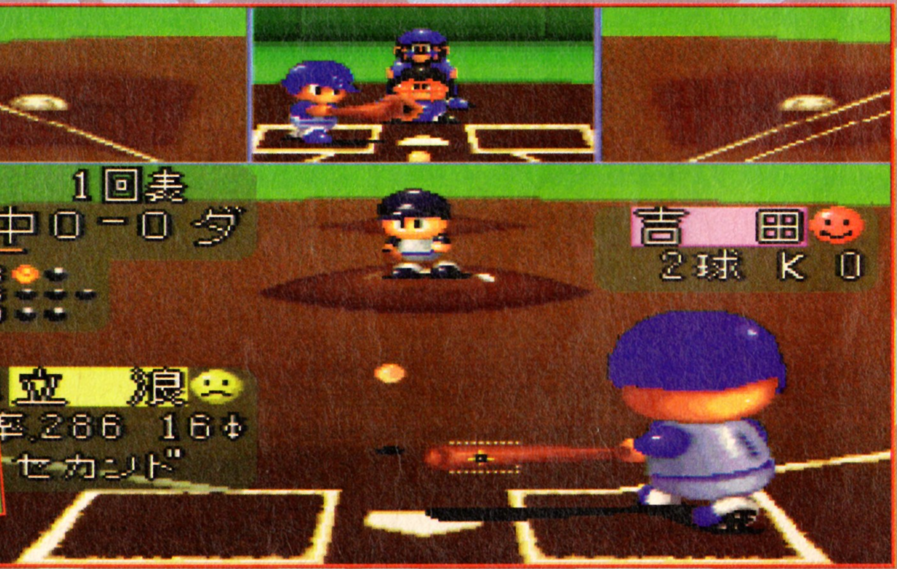
Next up to the plate is **Konami Baseball** which looks like great fun, rejecting the more realistic approach by using cuddly chubby sprites. Realistic excitement though is enhanced by Konami's freshly developed crowd response system which gives the crowd roars a spontaneity you might expect in a stadium. The game plays like a dream and here at NMS we're getting rather extremely extraordinarily excited about it. More news soon.




ミニペナントモード
チームを選んでください
オリックス
ブルーウェーブ
1P
BlueWave
H

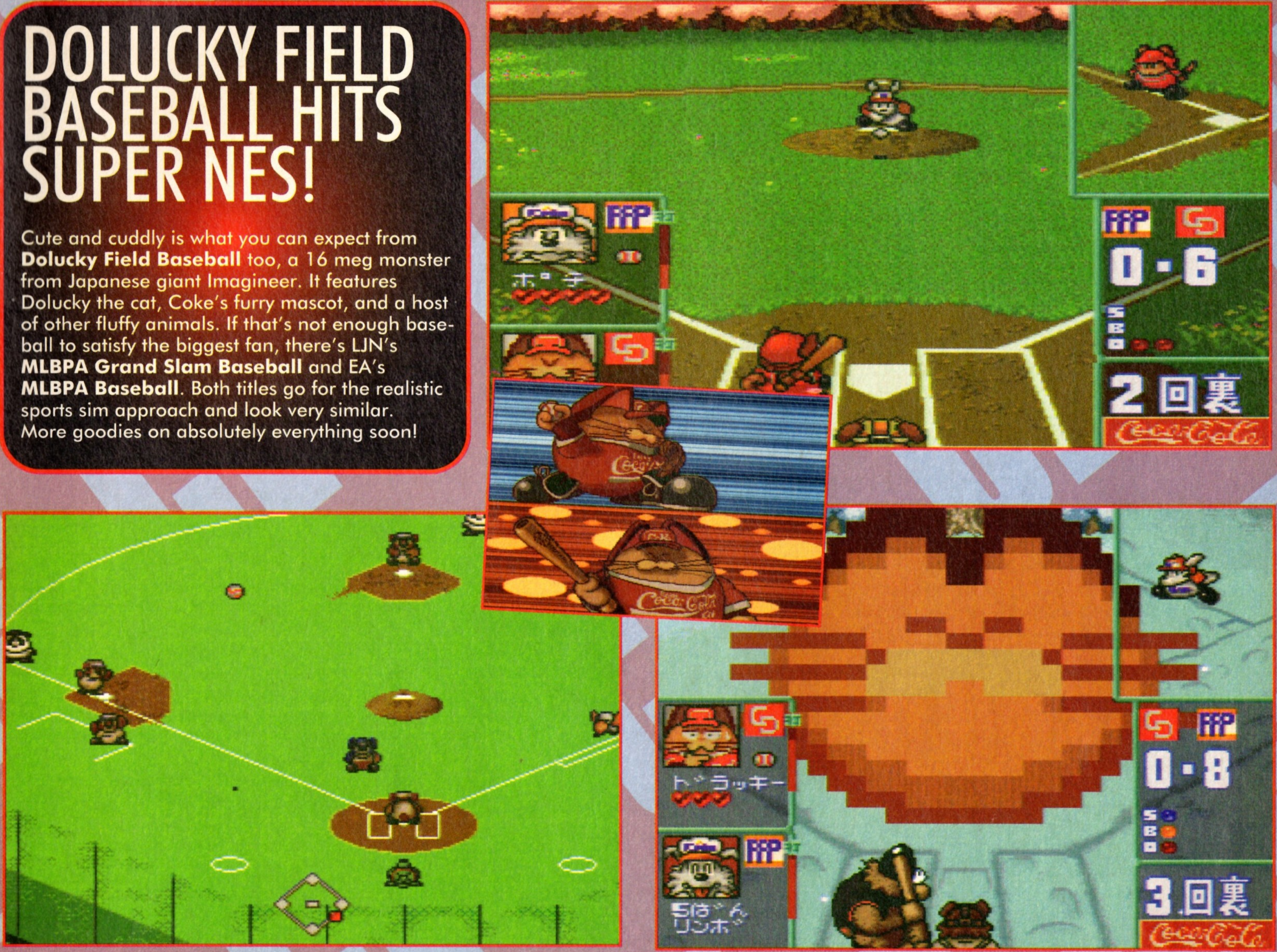

実況パワフルプロ野球'94
TM
PAWAFURU PUROYAKYU
K
PRESS START
©1994 KONAMI
ALL RIGHTS RESERVED.




1回表
中0-0ダ
吉 田
2球 K 0
立浪
.286 16
セカンド

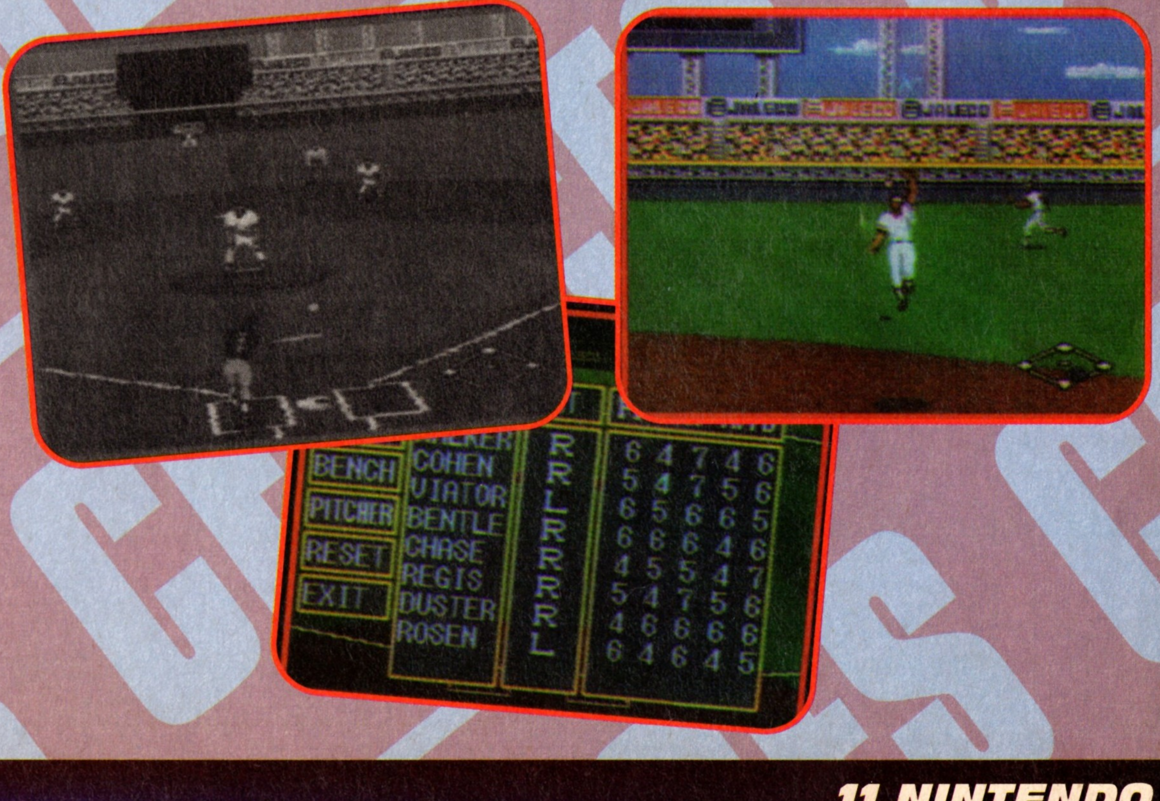
DOLUCKY FIELD BASEBALL HITS SUPER NES!

Cute and cuddly is what you can expect from **Dolucky Field Baseball** too, a 16 meg monster from Japanese giant Imagineer. It features Dolucky the cat, Coke's furry mascot, and a host of other fluffy animals. If that's not enough baseball to satisfy the biggest fan, there's LJN's **MLBPA Grand Slam Baseball** and EA's **MLBPA Baseball**. Both titles go for the realistic sports sim approach and look very similar. More goodies on absolutely everything soon!



SUPER BASES LOADED 2

In anticipation of a baseball buzz this year a whole number of software houses have grabbed the bat looking for a home run on the Super NES. Jaleco release a sequel to their rather disappointing baseball game. **Super Bases Loaded 2** boasts the use of the DSP chip to enhance 3-D movement and comes with the standard two-player action and options a-plenty. While this looks like a considerable improvement on their previous effort it's hard pushed to compete with Mr Griffey's gaming exploits.



KER	R	6	4	7	4	6
COHEN	R	5	4	7	5	6
VIATOR	L	6	5	6	6	5
BENTLE	R	6	6	6	4	6
CHASE	R	4	5	5	4	7
REGIS	R	5	4	7	5	6
DUSTER	R	4	6	6	6	6
ROSEN	L	6	4	6	4	5

PROJECT REALITY: THE FUTUR

The summer of 1993 proved a big occasion for Nintendo fans across the globe - the company unveiled their thrilling plans for 1994 and beyond. In a massive press conference they revealed that they had teamed up with Silicon Graphics to produce the greatest innovation in videogames technology since the release of the Super NES.

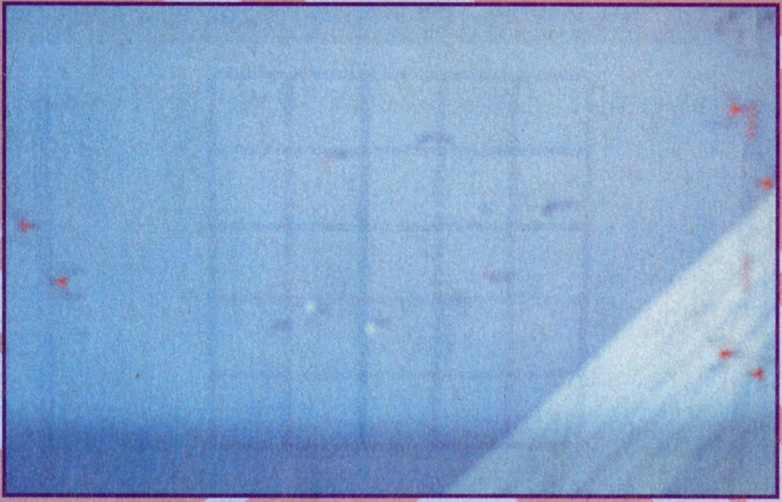
Two projects were announced. First of all, Silicon Graphics would help Nintendo come up with the technical architecture required to produce some amazing new arcade machines - to be released during 1994. The second project was a natural progression of that work - a home version, tentatively titled Project Reality. This would be a 64-bit home system, packing state of the art Silicon Graphics processors. The team-up of SGI and Nintendo promised exciting things, especially as Argonaut Software (designers of the Super FX chip) were rumoured to have a hand in the creation of the new machine. The best news of all was the price: Nintendo settled on an amazingly cheap $250 for their new machine.

However, a great deal of negative reaction followed that announcement. Some "insiders" viewed the announcement as a simple way to take attention away from the 3DO console, which was released in America at the time of the now doomed system's release. Right up until the CES Show in January of this year, so-called informed sources were saying that the deal was off.

By the time of the CES in January '94, both Nintendo and Silicon Graphics bounced back. James Clark - the chairman of SGI - appeared on CNN (the premiere US news station) and announced that Project Reality WOULD appear on-time - sometime during the opening months of 1995. He also seemed quite amused at the prospect of competition from Sega, Atari and the 3DO company. To back this up, Nintendo erected a sizeable stand at the CES Show, where Silicon Graphics could strut their technical thang. As usual when there's something decent going down, NMS was there...

A DEMONSTRATION

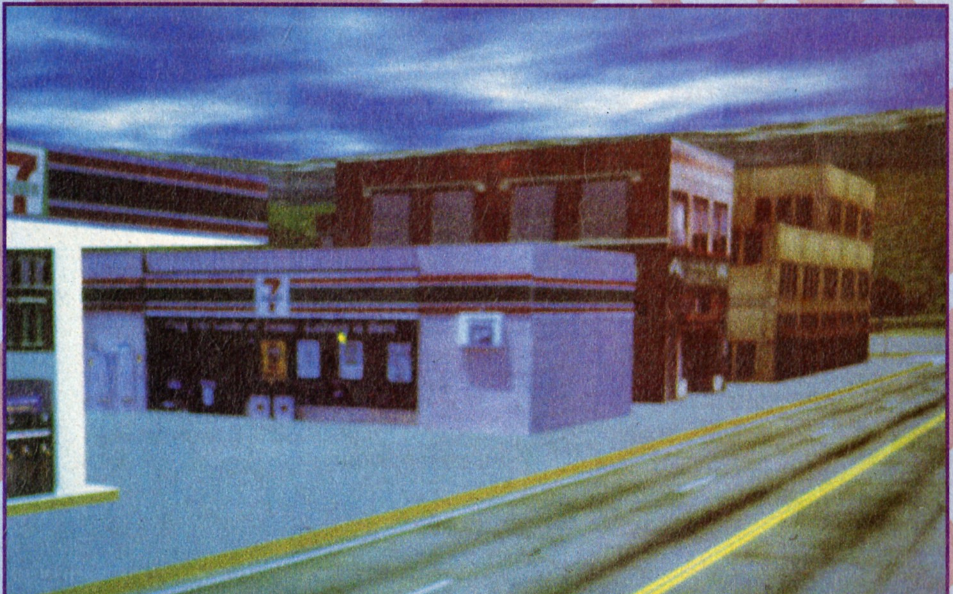
Silicon Graphics gave an extremely impressive demonstration of what they hope to achieve with Project Reality during the CES Show. There were two distinct parts of their stand. First, there were a couple of basic SGI terminals displaying crude wireframe models of virtual worlds. These worlds were then ported over to the main SGI Onyx workhorse, which the SGI attendant could then access. The screenshots on this feature represent those worlds.



This was the least impressive demo of all, but still rather noteworthy. Here, the player is in control of a 'plane that defies a good deal of the laws of physics - to great effect. Used as part of a Silicon Graphics flight simulation, the graphics are indistinguishable from the "real thing".

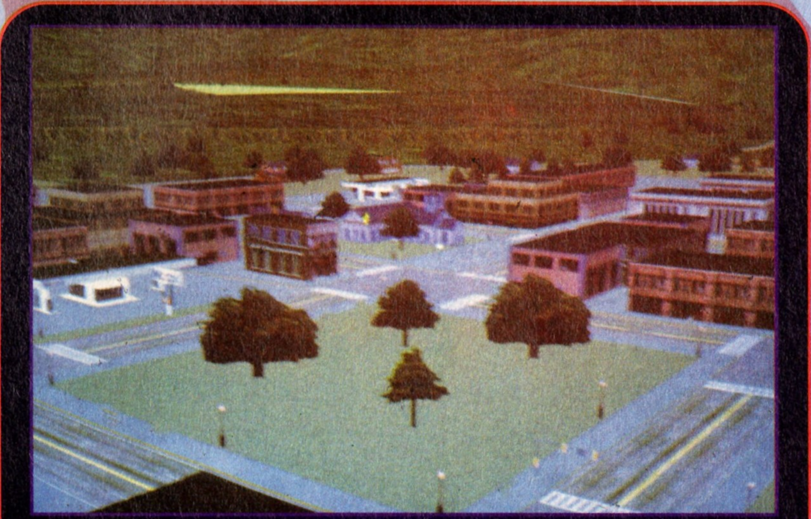
WHO THE HELL ARE SILICON GRAPHICS?

Silicon Graphics are the world's premiere producers of top-quality, computer-generated visuals. Their workstations are capable of generating literally lifelike images - graphics which are indistinguishable from photographs. Perhaps without their knowing it, millions of people in Great Britain alone have witnessed their work as SGI were the company Steven Spielberg employed to come up with the stunning dinosaurs seen in the most successful movie of all time, Jurassic Park. However, Silicon Graphics really earn their money by creating state of the art computer terminals which software companies can use to create some amazing graphics. These computers are incredibly expensive - an Onyx workstation can expect to set you back over £10,000.



Your own virtual train-set! In this demonstration, the Silicon Graphics machine has created its own rail network, replete with lifelike scenery and even stations for you to stop at! The system is totally smooth and even though every frame is being created by the machine "on the fly" it looks like a laserdisc. By tweaking a few of the system's variables, the SGI attendant was able to change the time of the day, the visibility and even the weather!

RE OF NINTENDO REVEALED...



This demo was the one that really impressed us at the CES Show. The player is able to take a drive around a totally realistic virtual city. The SGI machine keeps a track of the entire city and everything that happens in it while it's simultaneously updating the graphics. If you get bored with driving around the city, why not simply take to the air? It's here that the graphics system excels - from the air you can see "miles" into the distance and once you've got the speed up, you can tell that the city the machine is creating is hundreds of miles square. It's an experience that humbles every other graphics engine in existence and shows why Nintendo teamed up with SGI for their next generation hardware.

AND IN THE RED CORNER...

Nintendo are not the only company currently producing next generation home consoles. There are four main competitors in this market, two of which are already available. Do any of them seriously threaten Project Reality? We check them out.

3DO

Perhaps the least impressive machine is the 3DO - an incredibly expensive (try £500) 32-bit machine with a slow CD drive. With the exception of one vaguely decent game (Crash 'n' Burn), all the software released so far has been utterly dire. In fact, there was only ONE decent 3DO game at the CES Show - Alien Trilogy - a game based on the mega movies. We reckon that 3DO will be a dim and distant memory by the time of Project Reality's release.

JAGUAR

Like Project Reality, Atari's Jaguar is a 64-bit machine boasting an admittedly excellent technical specification. However, the game's initial software list is a mocking roll-call of total sadness and only one title at the CES Show had any potential at all - Aliens vs Predator. If the Jaguar's software doesn't improve, it's dead. It's as simple as that really.

SATURN

The Saturn and Sony's PS-X machine are the only real threats to Project Reality. Four Saturn games were premiered at the CES Show and all of them looked reasonably impressive. The machine contains hardware similar to their Virtua series of coin-ops. Saturn boasts high sprite and polygon capabilities and 32 channels of either sampled or computer-generated sounds. Apparently the machine is ready now, but how long will it be before its 32-bit technology is completely outdated?

PS-X

Also in the running for the next generation market is Sony, with their PS-X machine. Insiders reckon that the PS-X is amazing, easily out-speccing the Saturn. The demos available on the machine at the moment look very good indeed. Available "sometime during 1995" - about the same time as Project Reality. Software announced so far includes Street Fighter Legends on CD However, it's already rumoured that work is well under way on a Project Reality Mario game. Let's see anyone try to compete with THAT!

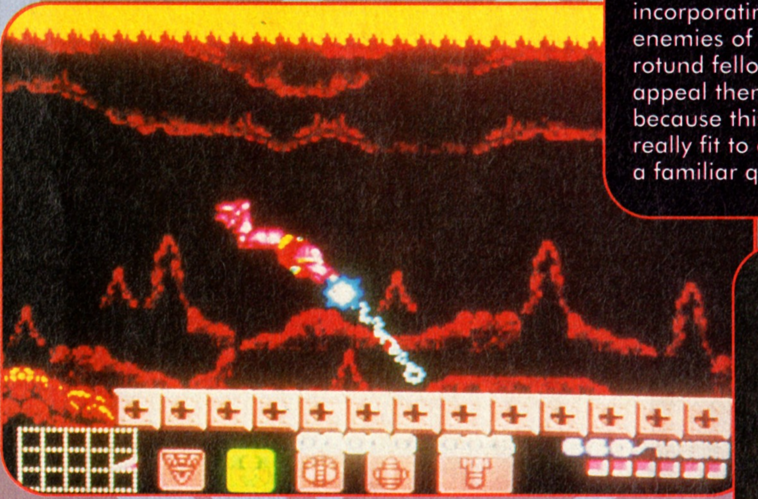
▲ Imagine Mario on Project Reality!

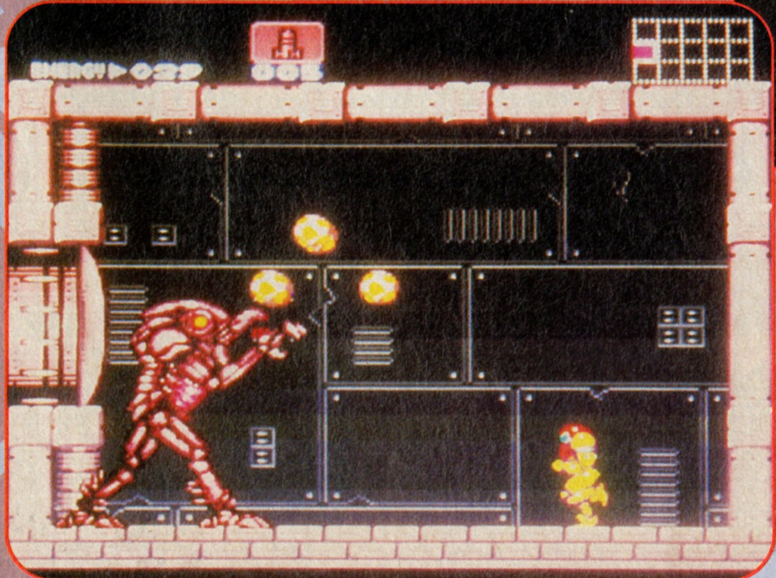
WHITE HOT NINTENDO

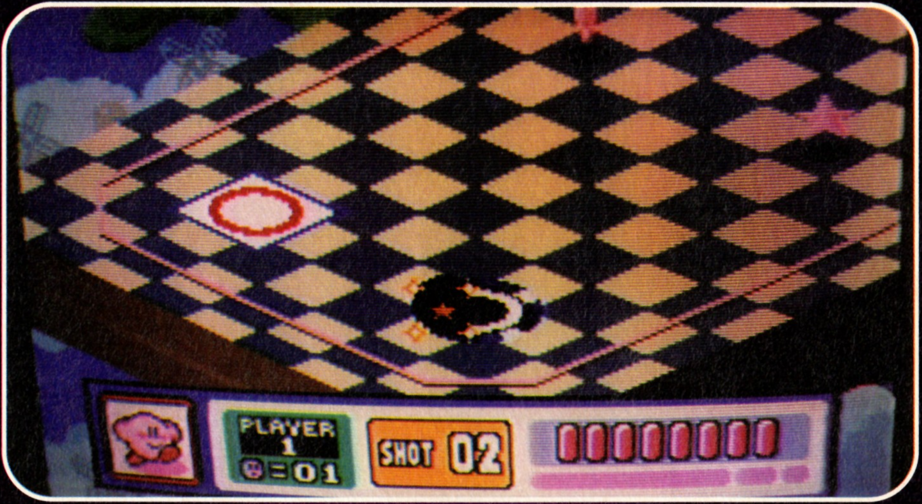
Besides Ken Griffey's Major League Baseball, Nintendo has got a myriad of impressive looking titles set for release. Here's the NMS pick of the bunch, served up for you as only NMS can:

SUPER NES

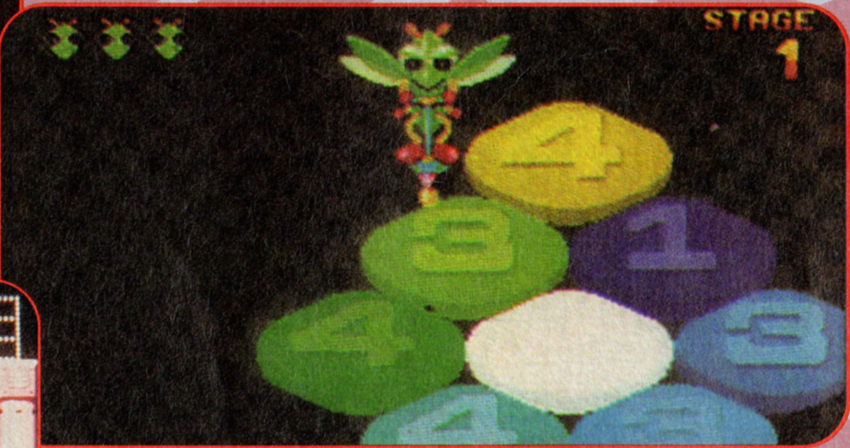
Moving up from the Game Boy and NES comes a 16-bit version of **Super Metroid.** This Super NES game boasts superb graphics involving large finely detailed sprites and backdrops, some incredible sound effects and plenty of fast smooth action. For those unfamiliar with the game's previous incarnations, the female galactic hero Samus Aran has to take on the evil Metroids using plenty of heavy duty weapons and some unique physical talents. Expert players may get to grips with this a tad to easy, but it's really fast and full of blast em' up action.







For Super NES owners who might find Super Metroid a little on the aggressive side, take comfort in **Kirby's Tee Shot**. This is a wacky one or two-player golf game incorporating a floating golf course high above Dreamland. Aim Kirby at any of the enemies of the fairway. A hit makes them disappear but a miss could send the rotund fellow flying into outer space! This will certainly have a more specialised appeal then previous Kirby adventures but don't be put off if you're not a golf fan because this certainly isn't golf as your average Nick Faldo knows it. While it's not really fit to compare it to a game like Kirby's Dream Land, Kirby's Tee Shot retains a familiar quality. Paul Davies salivates as we speak!



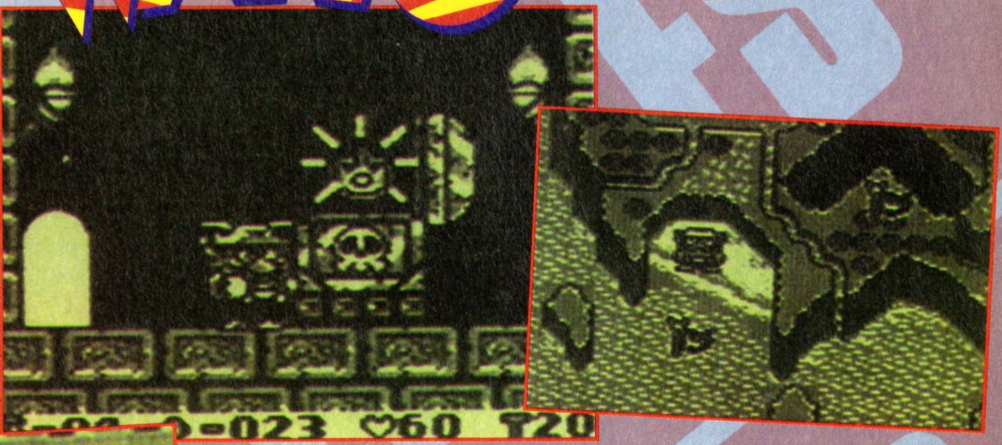
Following on the tails of edutainment success with Mario Paint and Mario Is Missing, Nintendo introduce **Sound Fantasy.** Using a mouse, it gives budding composers the chance to create some music of their own. Like previous edutainment titles this is aimed largely at younger kids and features various insects to add a bit of visual stimulation. Having said this, there is something for everyone who likes to make music and it should appeal to budding composers.

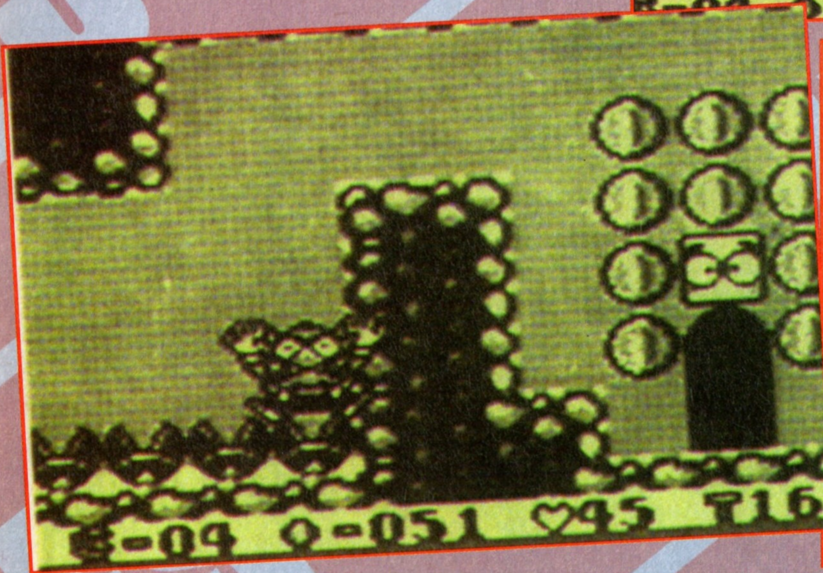
Last to pop out of the Nintendo factory is the racing game **StuntRace FX.** Before the flood of questions becomes deafening, turn to our incredible FOUR-PAGE Preview which begins on page 22.**(Hey, is this mag bloody good or what?)**

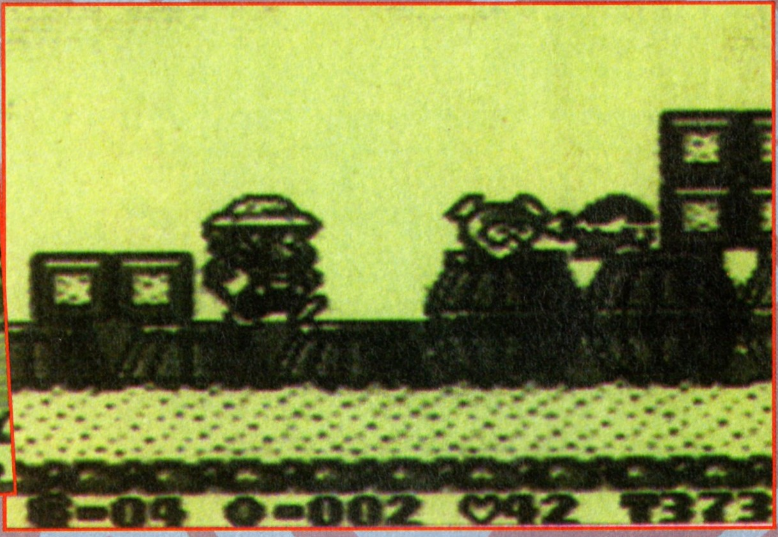
GAMES REVEALED!

NES

Hmm. NES titles were a bit thin on the ground at the CES Show. 8-bit owners can look forward to an impressive sequel to Star Tropics in the shape of Zoda's Revenge. It picks up where its predecessor left off with the hero Mike Jones jumping in a time machine and checking out Ancient Egypt with the help of Cleopatra, getting clued up with Sherlock Holmes in Victorian England and throwing on an arty style with Leonardo da Vinci in Renaissance Italy. It has more than 12 stages and there is a healthy puzzle element in Star Tropics 2 which works well with the more action orientated aspects. It also comes with a handy save option. Lots more details on this one right soon!



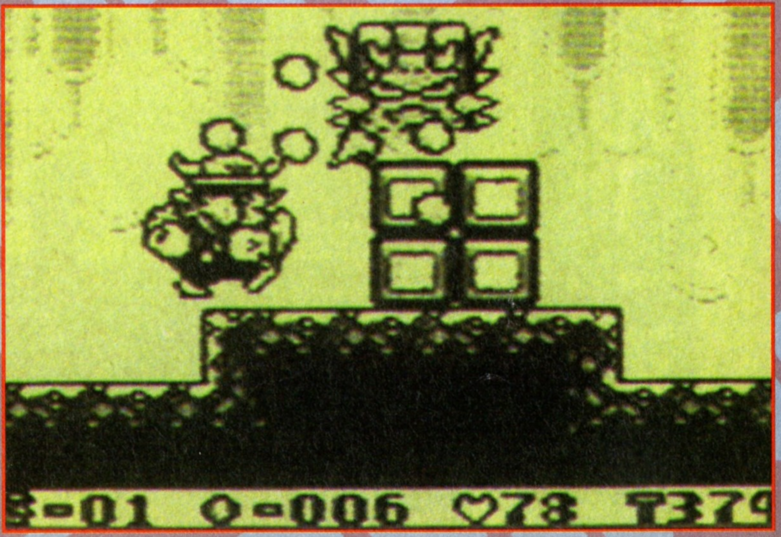




GAME BOY

Game Boy owners can expect some classic titles in the shape of **Donkey Kong '94** and **Warioland (Super Mario Land 3)**. Donkey Kong '94 remains faithful to the age old and much loved original, with Mario frantically making his way through a construction site climbing ladders and avoiding speeding barrels. The action then moves on to the Big City with the mischievous ape causing havoc on the streets. This is truly a classic with smooth gameplay and all of the refinement you've come to expect from Mario titles.

This brings us neatly round to Warioland: Super Mario Land 3 with Mario's less hairy enemy Wario taking centre stage. Game Boy owners are in for another spectacular adventure as Wario goes in search of pirate treasures. There are new moves, tonnes of levels to explore and the game features a battery back up allowing the player to save their progress in up to three games. With a bit of luck, we'll squeeze a last-minute Review of this in the issue. If not, we'll have it next month!

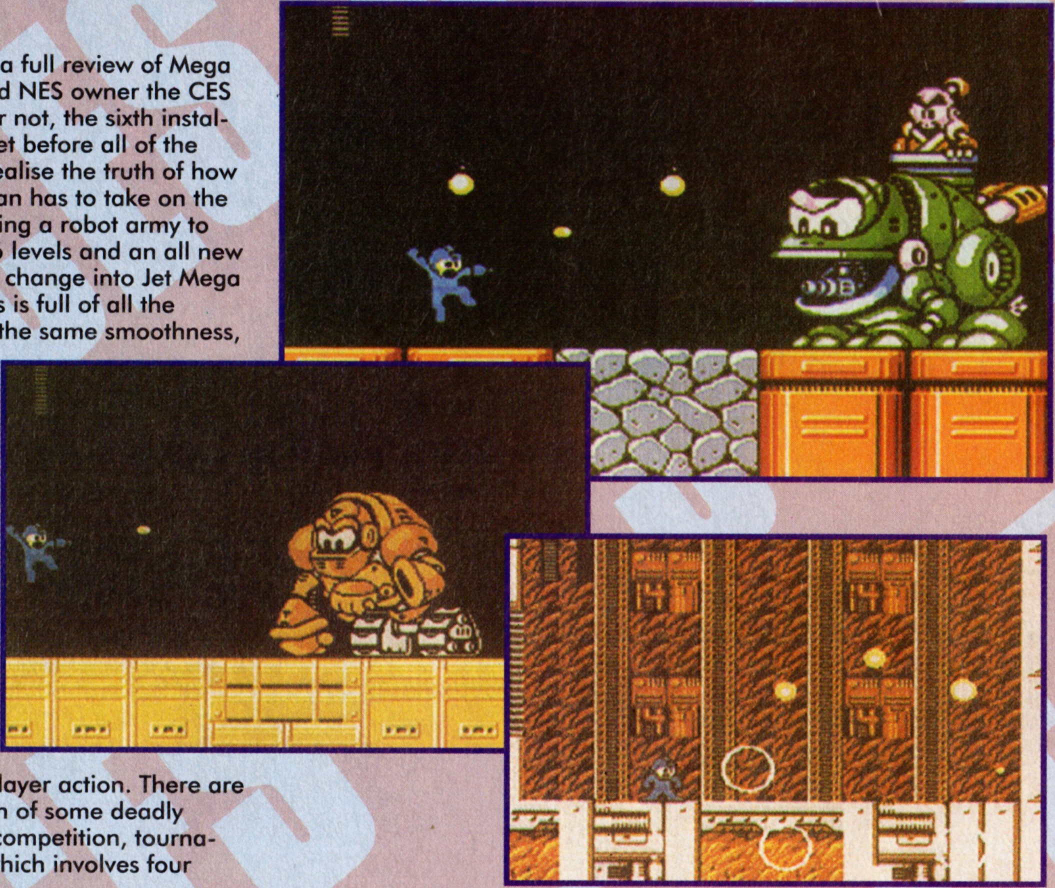


MEGA MAAAN!

You'll notice that this months copy of NMS has a full review of Mega Man X on the Super NES. But for the disgruntled NES owner the CES Show offers hope. **Mega Man 6** is, believe it or not, the sixth instalment of Capcom's titanium hero on the NES. Set before all of the other Mega Man adventures NES owners will realise the truth of how Mega Man came to be the chap he is. Mega Man has to take on the mysterious Mr X whose evil plot involves amassing a robot army to take over the world. This instalment features 16 levels and an all new transformers allowing the metal clad warrior to change into Jet Mega Man or Power Mega Man. Rest assured that this is full of all the action fans have grown used to and plays with the same smoothness, speed and style!

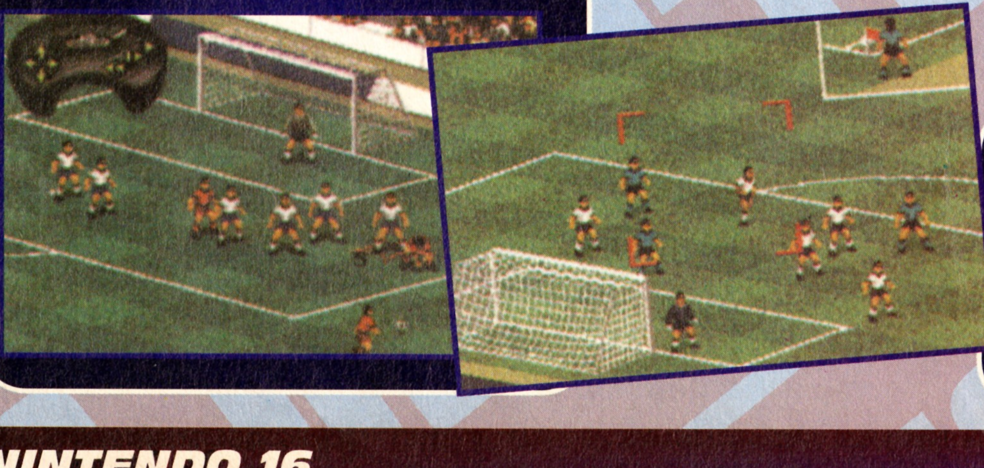
To make things totally fair among Nintendo owners, **Mega Man IV** arrives on the Game Boy using 4 Megs of power - the largest of the Mega Man Game Boy series. Dr Wily returns again with a host of mindless robots determined to ensure Mega Man ends up on the scrap heap. Like its two bigger brothers, this title sticks to the Mega Man formula which means fans won't be disappointed, but those who've had their fill of the fella might find it too much to stomach another course.

Mega Man wasn't the only Capcom name provoking interest at the CES. Wrestling may well be on the last of its over-hyped legs but **Saturday Night Slam Masters** is an exact translation of the arcade game including two-player action. There are ten wrestlers to choose from, each in possession of some deadly moves and players can go for a head-to-head competition, tournament or try out the special Team Battle mode which involves four players in a two-on-two match in the ring.



FOOTY FRENZY

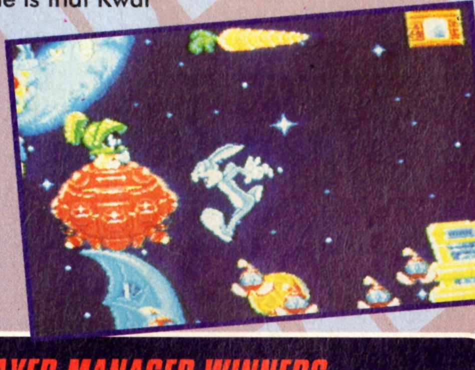
With Ryan Giggs Champions Soccer previewed in this issue, it was apparent at the CES that Software houses were getting ready for kick off in the battle to win over footy fans on the Nintendo as the hype for the World Cup begins to escalate. Capcom have taken a shot with **Soccer Shootout.** One of the most interesting aspects of this game is that it features a practice option, allowing you to work on your skills without suffering humiliating defeats in the process. It also comes with a cup competition and replay option along with all of the standard extras. However EA have just announced that they intend to convert the masterful **FIFA Soccer** to the Super NES and providing this is achieved successfully it will be a very tough title to beat.



THE SUN NEVER SETS ON SUNSOFT

Sunsoft were proudly showing off an impressive collection of Super NES games at the CES Show, especially **Bugs Bunny - Rabbit Rampage** which was voted "Best of the Show" at the CES last June when it was in initial stages of development. Staying with the cartoon theme, have you ever heard of **Zero The Kamikaze Squirrel**? Fans of Aero the Acrobat most certainly have, Zero being his arch rival. Due to an unprecedented number of letters suggesting Zero had his own game, Sunsoft decided on giving it a go and viola! Yet more cartoon conversion comes in the shape of **The Pirates of Dark Water**, a game taken from the Hanna Barbera cartoon. The last of Sunsoft's TV conversions is **Kung Fu:The Legend Continues**. What makes this a bit different from the usual martial arts combat game is that Kwai Chang Caine and his son Peter must only use their skills in self defence.

Justice League is the last title of interest from Sunsoft and it features 12 of the most popular DC Comic's characters including Superman, Batman and Wonder Woman in this 16-meg Super NES escapade. Can't wait!



PLAYER MANAGER WINNERS

SPECIAL ANNOUNCEMENT: Due to space restrictions in this month's mag, we're unable to print the Player Manager competition league table. However, the winner is David Jennings from Bedford, who wins £100 cash from Imagineer. Last month's prize went to Mark Cole in Swaythling near Southampton. Next month we'll print the full league table!

Nintendo® PEOPLE SYSTEM

The NMS staff remain an unfathomable mystery to most. So this month we've got the thumb screws out and are going to grill the tight-lipped scallywags with a few specific questions. Bring in the prisoners!

RATINGS GUIDE

96-100	Ok people, it's 0:600 hours so out of the sacks! This ain't no holiday! What're looking at here is the best of the best. We're talking state of the art. This joker's going to Top Gun! Do you understand private?!
91-95	Exemplary bravery and valour in the field of gaming conflict. This mother puts grunts like you to shame! Guts like this you'll rarely see so you just listen up and listen good. ANY GAME SCORING ABOVE 90 PER CENT IS IMMEDIATELY AWARDED THE NMS SEAL OF QUALITY. THESE GAMES ARE NMS RECOMMENDED AND ABSOLUTE MUST BUYS.
86-90	Outstanding performance! This baby really knows how to lock and load. This is a real special forces tough nut with all of the qualities that make a good, but not a great soldier.
80-85	What you're looking at here is a game with real mettle that won't let you down in the field. This bro' love the Core! Every day's like a day on the farm! Every meal a banquet! Every pay check a fortune ! It loves the Core!
70-79	This game is always ready to back you up. It doesn't pack the most impressive fire-power and now and then it can't stay frosty but when you need every swinging mick in the field don't forget it.
60-69	I've got my worries about this game. It's definitely lost the edge. If I had this game as my wingman...well, I just don't know...
50-59	Are you kiddin me?! Real rookie material and I don't wanna here about it. This baby needs to get in shape. Hit the floor and give me 20!
40-49	You from 40-49. Only two things come from 40-49 and I don't see no cowboys. Get out of my face before I throw up. Pitiful soldier! Pitiful!
30-39	GAMES SCORING BELOW 40 PER CENT ARE IMMEDIATELY AWARDED THE NMS KIPPER OF COMMISERATION, THE ACKNOWLEDGED BENCHMARK OF BADNESS 30-39:You said it pal! I wouldn't let a no good grease ball mother like this into the Womens Auxilary Balloon Core!
20-29	They're all over the place man! We been ambushed! We been ambushed! This is a no good snake in the grass. A court martial is too good for this! Retreat! Retreat!
0-19	That's it man! My boys have eaten too much lead. The whole platoon was shot to hell in the cross fire! Game over man! GAME OVER! AAARRGGHH!

TIM BOONE

DO YOU THINK FISH HAVE PERSONALITIES?: Contrary to popular belief fish are entirely capable of complete communication with humans. It's down to Ralph and Blinky, my two goldfish, that I managed to pull through a nervous breakdown. They even took over my editorial obligations for a couple of months.
YOUR MOST EMBARASSING FACET IS...?: Blowing my nose without a handkerchief.
FAVOURITE PET NAME FOR MYSELF?: Cheeky chops
GAME OF THE MONTH:NBA JAM

ANDY MCVITTIE

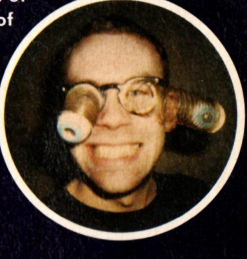
DO YOU THINK FISH HAVE PERSONALITIES?: Without doubt yes, just ask my pet Hake Brendon.
YOUR MOST EMBARASSING FACET IS...?: Crying uncontrollably through Lassie films and soap operas.
FAVOURITE PET NAME FOR TIM?: Bernard
GAME OF THE MONTH:NBA JAM

GARY HARROD

DO YOU THINK FISH HAVE PERSONALITIES?: No
YOUR MOST EMBARASSING FACET IS...?: My schizophrenic temper! GOT A PROBLEM WITH THAT?!!
FAVOURITE PET NAME FOR TIM?: Fish
GAME OF THE MONTH: Illusion of Gaia

PAUL DAVIES

DO YOU THINK FISH HAVE PERSONALITIES?:I know that Kirby does...but then again he isn't a fish is he?
YOUR MOST EMBARASSING FACET IS...?: Ask anyone who knows me, they'll tell you.
FAVOURITE PET NAME FOR TIM?: Mr. Boone
GAME OF THE MONTH: Goeman II, Mega Man X



DAVE KELSALL

DO YOU THINK FISH HAVE PERSONALITIES?: Yes of course they do. Speaking as a fisherman some of them are very cunning. Now your bream, especially your Scottish forty pounders, are clever little devils. Three second memory, not with your bream pal! Never fall for the same trick twice. Take your average pike...
YOUR MOST EMBARASSING FACET IS...?: Total indecision in shops.
FAVOURITE PET NAME FOR TIM?: Keith
GAME OF THE MONTH: Goeman II

AILEEN O'DONNELL

DO YOU THINK FISH HAVE PERSONALITIES?: Yes in certain sauces. Curried kippers most certainly have plenty of personality...Is that what you mean?
YOUR MOST EMBARASSING FACET IS...?: Burping after meals with the wrong people.
FAVOURITE PET NAME FOR TIM?: Chief.
GAME OF THE MONTH: Kirby's pinball.

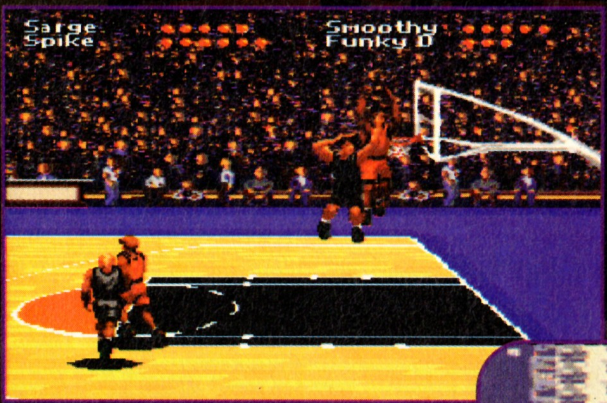
SUPER NINTENDO ENTERTAINMENT SYSTEM

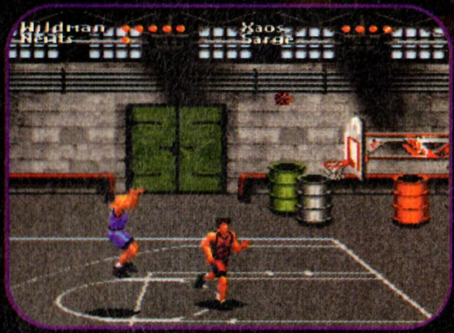
BY: ACCOLADE PRICE: TBA MEG: 16

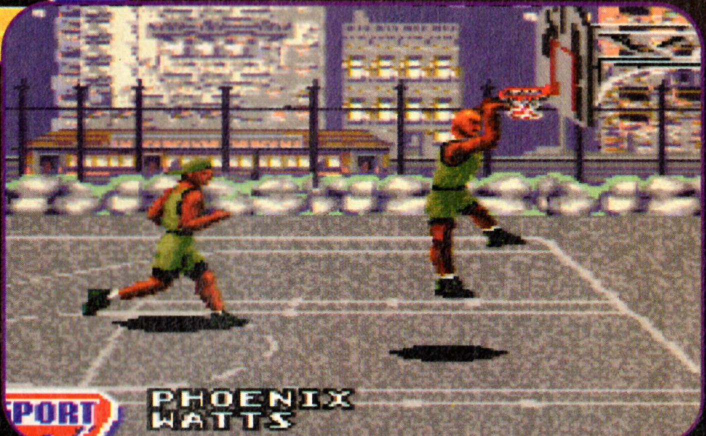
BARKLEY SHUT UP AND JAM!

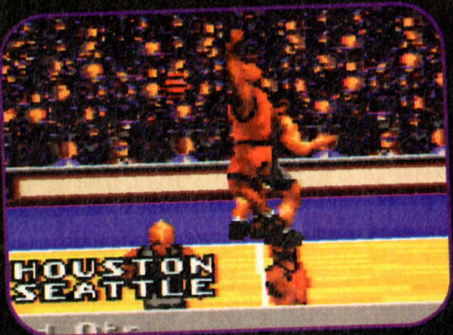
I say chaps, here's a rather intriguing sports simulation. Basketball, indigenous to North America but now played in a diverse congregation of ethnic communities, is a strange little sport a bit like the netball played by our ladies. The game is split into four quarters and requires the involved players to move the ball, by a means of bouncing and passing, to the opposing team's net - whereupon they are required to attempt a shot. Two points are earned by successfully negotiating the ball through the opponents' hoop. Bravo!

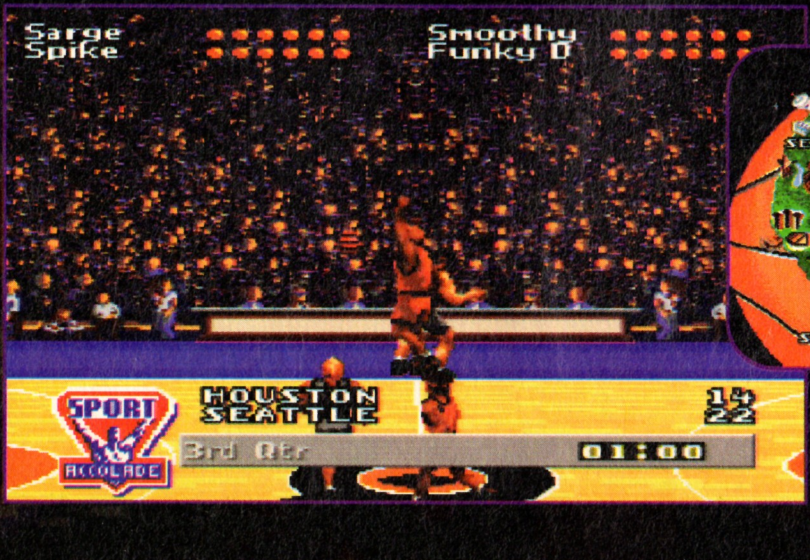
Shut Up and Jam is based on the same format as NBA Jam but, with Charles Barkley endorsing it, it's got a more streetwise image. It's a two-on-two game with all of the usual basketball rules. Like NBA Jam, players have a turbo ability which enables them to perform some truly out of this world dunks. This really must be street b-ball though because, for a non-contact sport, this is particularly rough. Players chose from a number of cities across the USA, and enter a tournament series as well as the one-off game. Early impressions seem to suggest that, despite the tacky street image, this plays well with dunking proving especially entertaining. Look out for a review in a future issue to see how this marks up against NBA Jam.

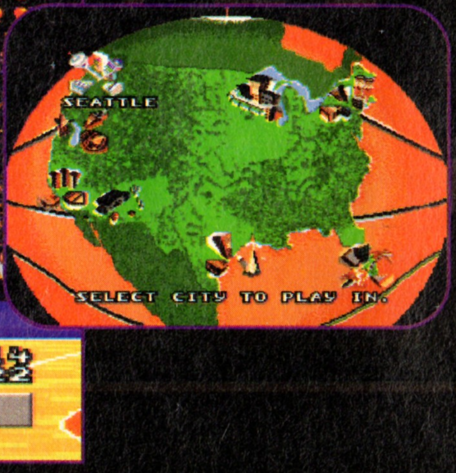

Sarge
Spike
Smoothy
Funky D


Wildman
Newts
Xaos
Sarge


SPORT
PHOENIX
WATTS

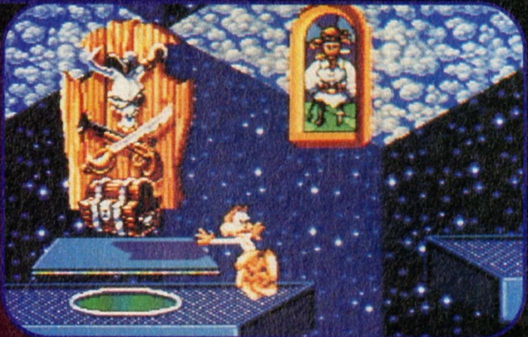

HOUSTON
SEATTLE

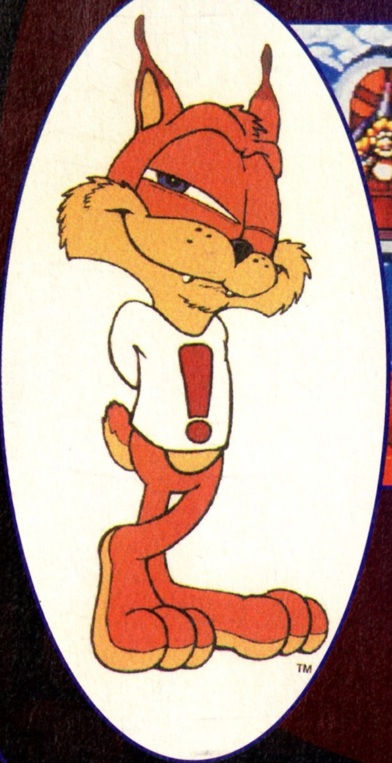

Sarge
Spike
Smoothy
Funky D
SPORT
ACCOLADE
HOUSTON
SEATTLE
14
22
3rd Qtr
01:00

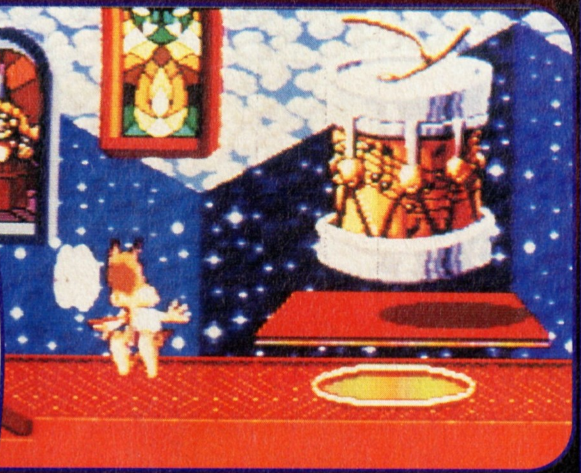

SEATTLE
SELECT CITY TO PLAY IN.

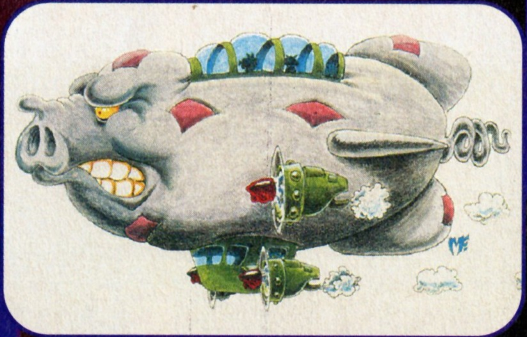
BUBSY 2

Maintaining the cartoon theme, we see the return of Bubsy the Bobcat whose previous Super NES excursion demanded a sequel. In Bubsy 2, the Bobcat has to track down the Bubsy Twins and thwart the evil intentions of Oinker P. Spamm who is stealing reality and storing it in his Amazatorium. Anyway, the long and the short of it is that we can expect more platform mayhem from the Robertcat.





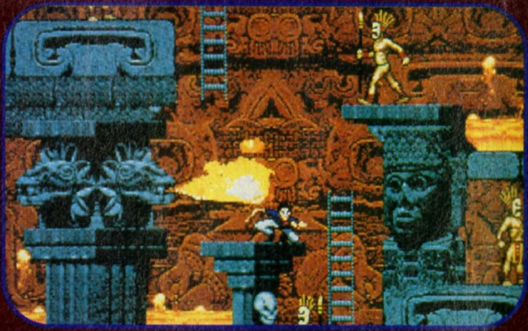


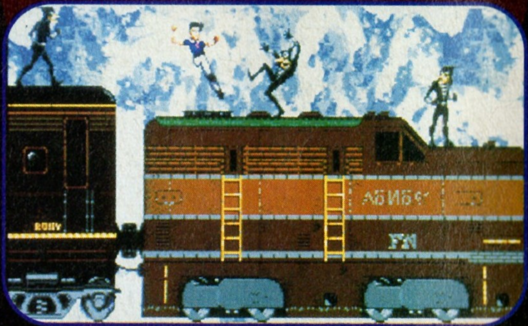


Stonewall
Sweet Pea

SPEED RACER

Also leaving the Accolade stable soon are a number of other titles. Particularly old or American readers will remember when the cartoon Speed Racer originally hit the screens, but now it's back on MTV and on the Super NES. 'My Most Dangerous Adventures' sees Speed Racer in a mixture of platform and racing action and features all of the familiar characters from the cartoon series. Expect to see it arriving some time in March.





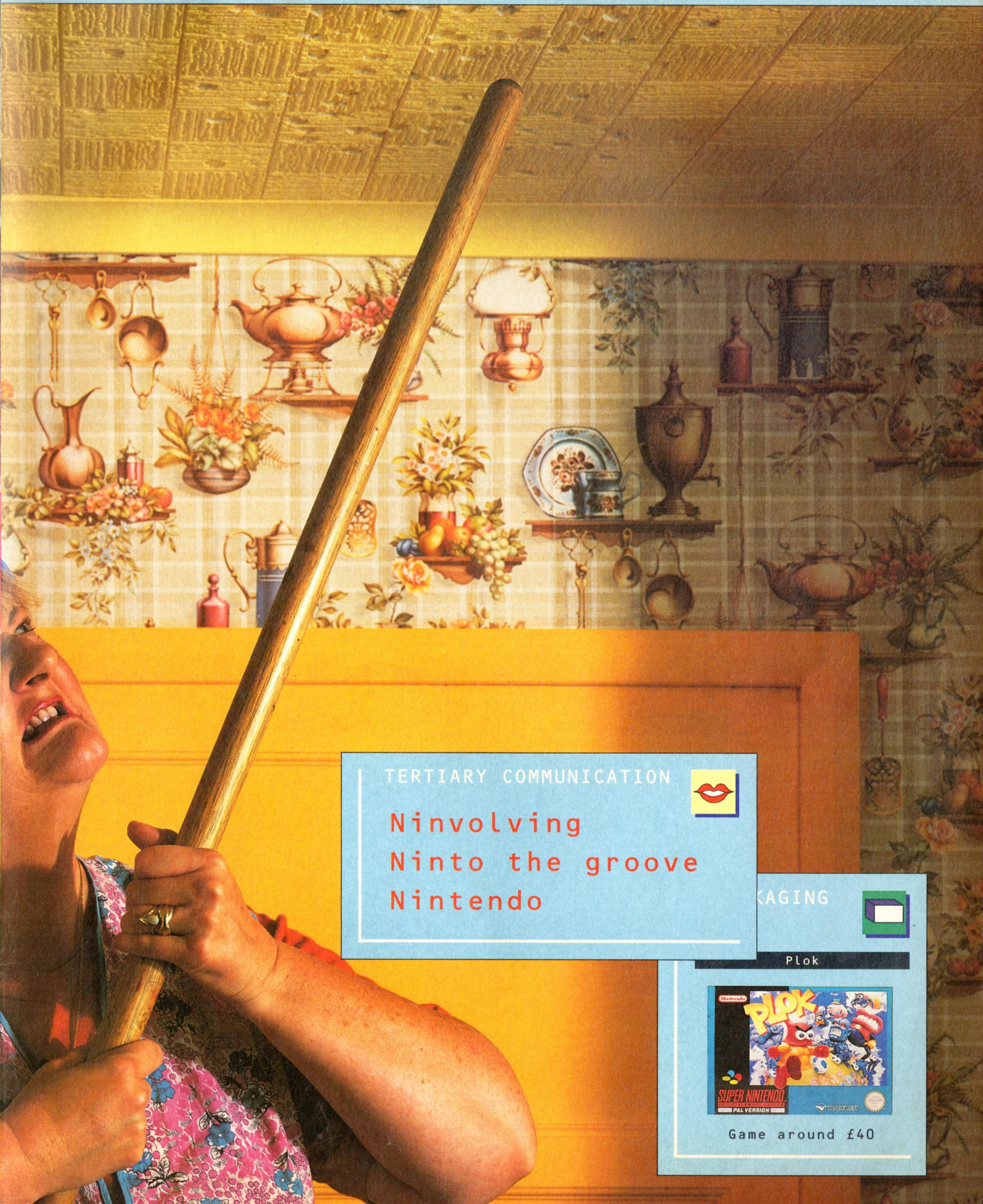
FIRETEAM ROGUE

Finally we've got a change of pace with the RPG based Fireteam Rogue. We won't go into the plot details here because it will take a few hours but needless to say there are plenty of dumb fantasy names like 'Genorth' and 'Krekata'. As well as the explorational elements, Fireteam Rogue also features combat action allowing the characters to do their own thing for a while. It looks like it's quite involved and you can expect a more detailed inspection in the near future.

SECONDARY COMMUNICATION

Knockout character, punchy graphics and a seriously kicking soundtrack.

Nintendo®


Nintendo
PLOK
SUPER NINTENDO
PAL VERSION

TERTIARY COMMUNICATION

Ninvolving
Ninto the groove
Nintendo

KAGING

Plok

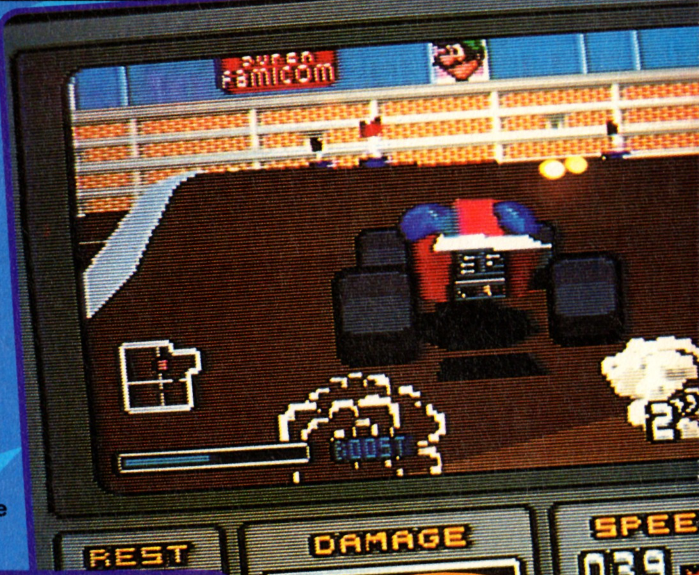
Game around £40

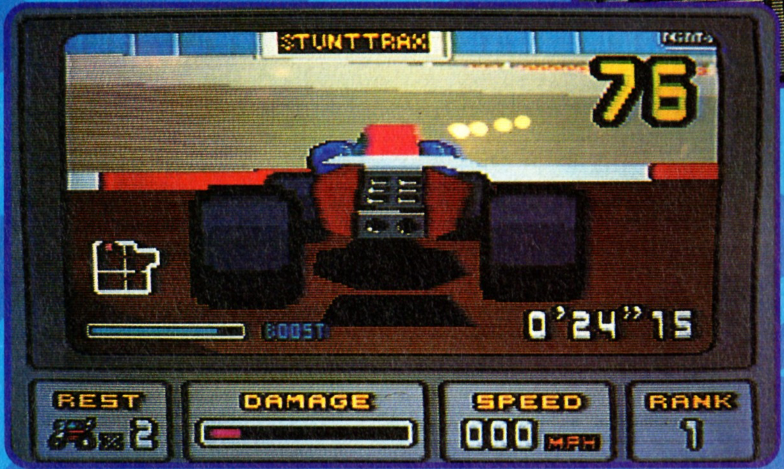
BY: NINTENDO PRICE: TBA MEG: 16

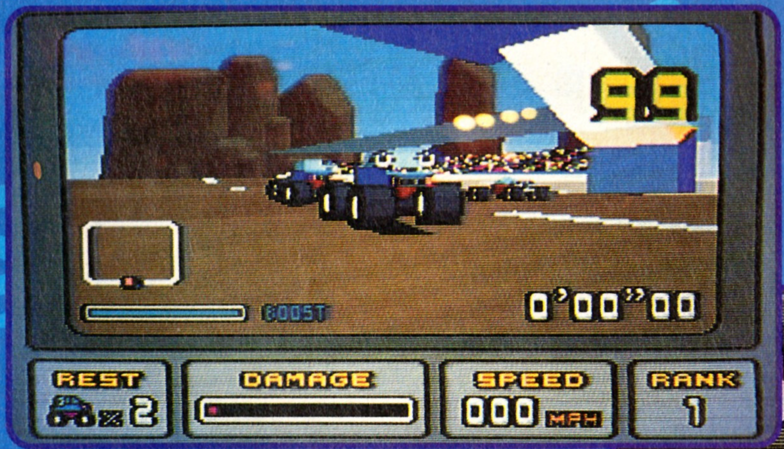
Nintendo chose the Winter CES to unveil their most innovative Super NES titles - StuntRace FX. This is the revised version of FX Trax and it's looking very promising indeed - which explains the four-page Preview!
The game was designed to be the ultimate on and off-road racer ever devised for a home system. StuntRace FX offers a multitude of gaming options - from sixteen tracks' worth of speed racing to a specially designed stunt option which enables players to witness the power of the game's sophisticated graphics engine.
As the FX in the title might indicate, StuntRace is the latest title from Nintendo to incorporate the Super FX chip. However, the chip has been specifically upgraded by developers Argonaut - and the revised hardware is allegedly 30% faster than the original FX!
The overall impression we got after viewing StuntRace FX was good, although further work is still in progress. The graphics are impressive - the programmers have managed to get sprites and polygons existing together very comfortably. There is also a lot of depth, with more tracks and options than Virtua Racing - the game against which StuntRace is bound to be compared. The game is due for a summer release. In the meantime, a few previously unknown factlets about the game.

WHODUNIT?

StuntRace FX is the second Super FX title put together by StarWing creators Argonaut Software. If you've owned an Amiga, the chances are you will have played some of their other titles, including Starglider and Birds of Prey. (And if you really wanted to annoy and irritate them, ask them about the Amiga version of Afterburner...) Argonaut actually designed the Super FX chip and were actively involved in the Super NES CD drive before Nintendo called an end to its development (but that's another story). The coders at Argonaut were seconded to Nintendo's secret HQ where they teamed up with Mario creator Shigeru Miyamoto, who was responsible for creating the StarWing characters. His job for StuntRace FX was similar to StarWing - introducing character and getting the feel of the game "just right."

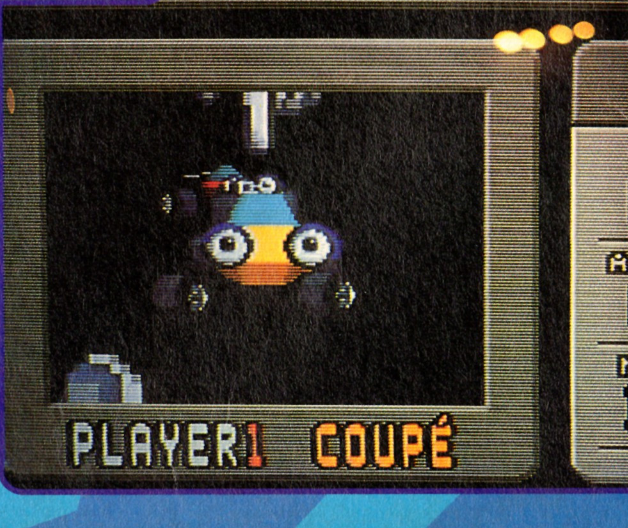


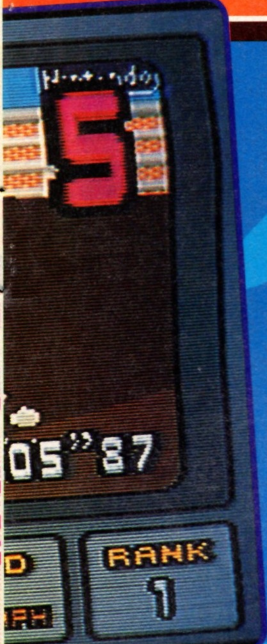


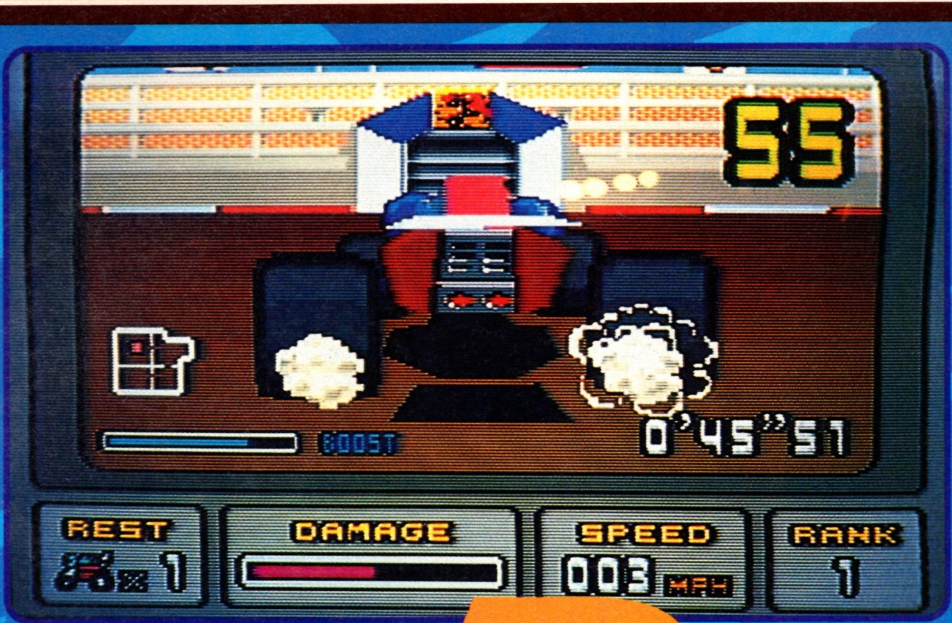


STOCK OPTIONS

A nifty two-player option is planned for StuntRace FX, and if you thought it was going to look like Mario Kart with its horizontal split screen, think again. The FX hardware allows the programmers to split the screen wherever they choose, whenever they chose. This option hadn't been fully built into the version we saw, but it's safe to say you can expect to see something incredible! Contrary to popular belief, a Practice Option IS being built into the game. Just as well, because this mutha ain't easy! If that's not enough, BATTLE TRAX, is also being added to the game to spice up the all-important competitive spirit. Quite what form this will take will have to be seen, but the big N is quietly confident that it's going to be G.O.O.D.




5
05"87
RANK
1


55
BOOST
0'45"51
REST
x 1
DAMAGE
SPEED
003 MPH
RANK
1

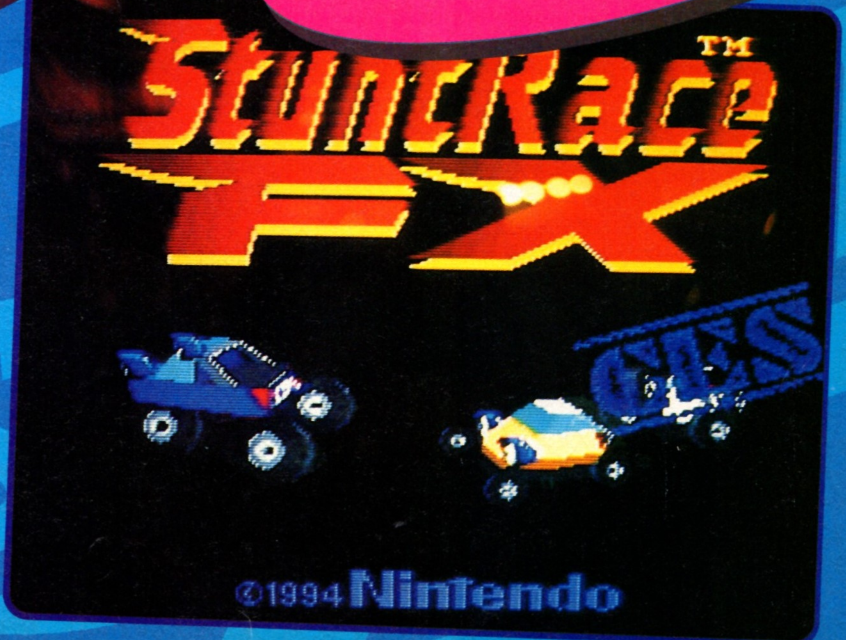
Gasp in awe as your stunt car roars around one of 16 - count 'em - tracks. Hey, that's one track for every meg. Cool!

untRace FX

TION
BODY
MEDIUM
CCELERATION
MEDIUM
MAX SPEED
100 MPH

SUPER FX: THE SEQUEL

StuntRace FX incorporates all-new custom hardware which significantly boosts the mathematical performance of the Super NES. Inside each cartridge is a chip known as the Super FX 2 - an upgraded version of the chip found in StarWing. Argonaut, the company who designed it, claim that this chip is 30% faster than StarWing's custom chip and the hardware also has more facilities at its disposal. One of these is texture mapping, featured in StuntRace FX. This procedure involves placing a sprite over a polygon to make it look more realistic. The view the player gets of the sprite changes according to the angle where it is seen from. The result? 3D graphics significantly more impressive than anything seen on the Super NES before. Exciting, eh? Keep 'em here for even more exciting FX news very soon!

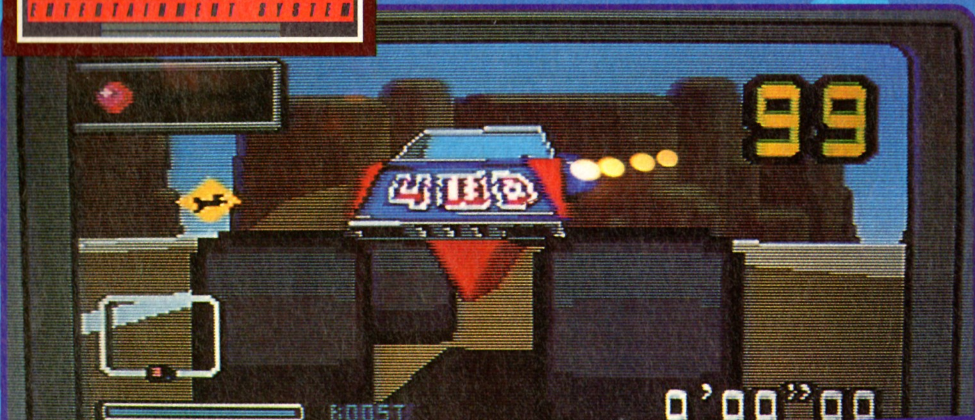

StuntRace™
FX
©1994 Nintendo

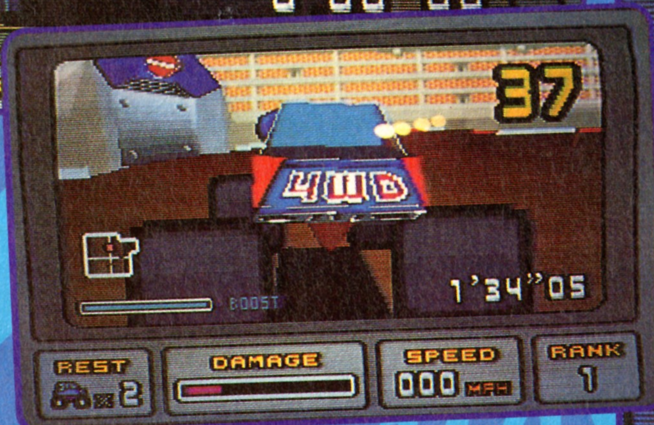
BY: NINTENDO PRICE: TBA MEG: 16

Stunt F

ASSAULT AND BATTERY

Nintendo aren't mucking around with the cartridge configuration in StuntRace FX - as well as the Super FX 2 chip (see the box on this rather tasty piece of hardware), the package includes battery backed-up memory. This is used to keep a track of all the best speeds on the speed, er, tracks. Since this was the greatest attraction on some racing games (like F1 Exhaust Heat), it's great to see this feature on StuntRace FX.





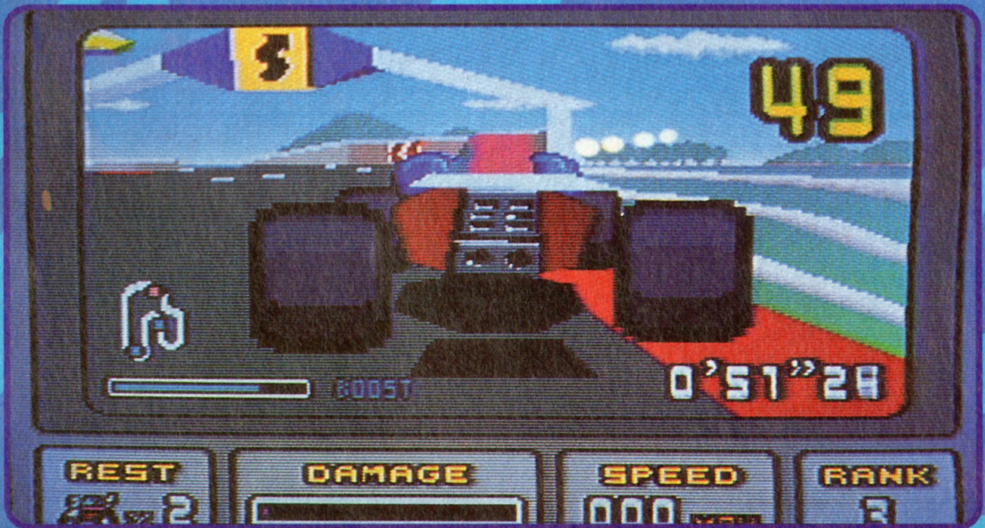
BOOST
REST
x2
DAMAG

TRAX TRUCKS

StuntRace FX gives you the chance to take control of three different trucks. Best for the beginner is the four-by-four: a whopping great whacker with a very large engine. It's the sturdiest beast on the track, with decent acceleration but the lowest top speed (100 mph). For mid-range performance in all categories, check out the coupe. This is faster than the four-by-four, but less well protected. The final truck is the weakest of them all - one solid hit and it's all over. Its acceleration is also slow, but check out the top speed: 140 mph makes this machine the fastest on or off any road in the entire game!

ALL TERRAIN VEHICLES

Unlike Virtua Racing, StuntRace FX includes just about every type of racing surface on the planet. The majority of the speed tracks take place on tarmac. However, stunt tracks take place on a variety of surfaces - including massive banks of mud. The game also includes night racing, which naturally presents its own problems...



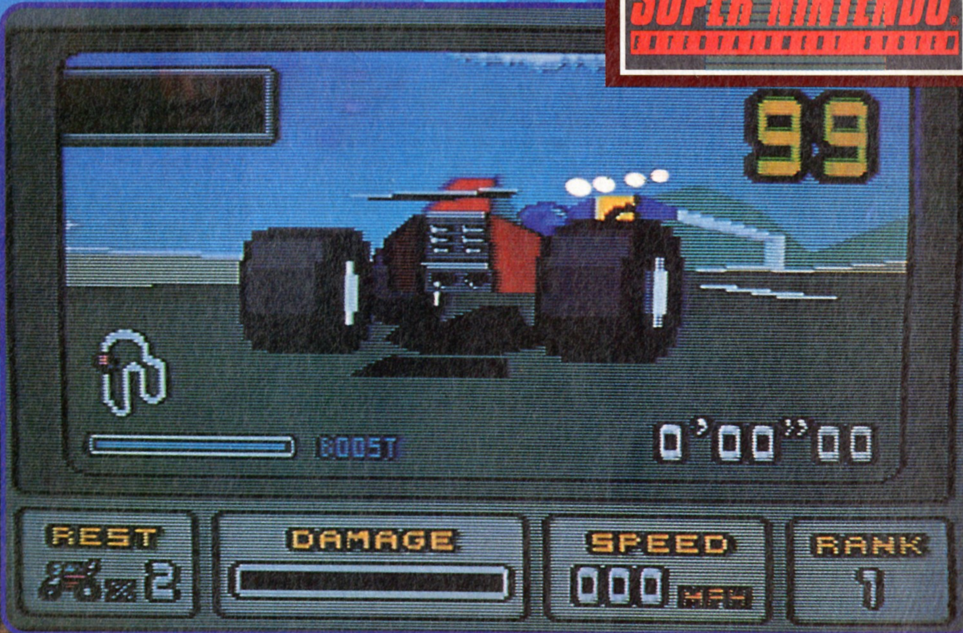
SHARE OPTIONS

StuntRace FX is packed full of different racing options. To begin with, there are two very different forms of racing. The SPEED TRAX option enables players to take their trucks onto courses designed for near warp velocities. More intriguing still is the STUNT TRAX option - this is more of a progressive game and tests more than your high-speed reflexes. For example, you start by collecting flags hidden over a hilly terrain before moving on to new areas and deadlier stunts.

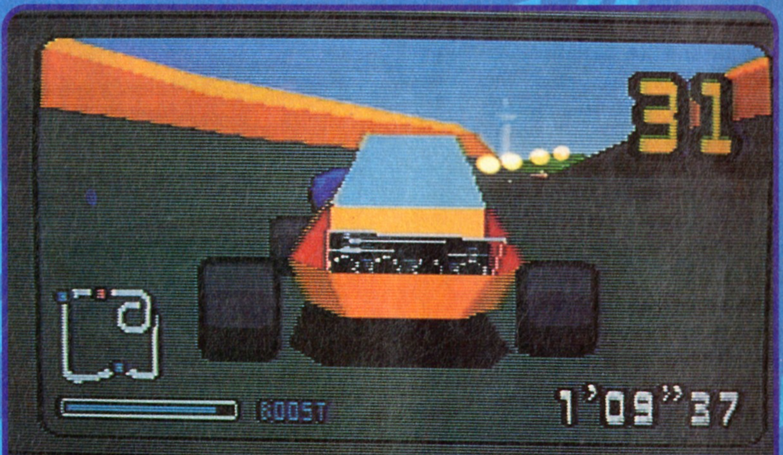
tRace X

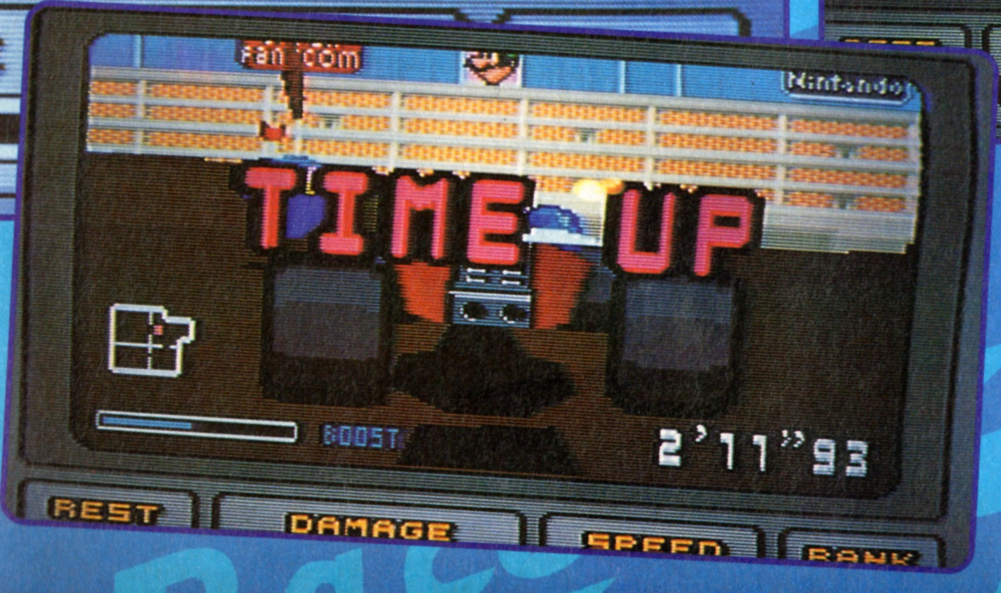
CONTROL FREAK

Getting to grips with the controls in StuntRace FX couldn't be simpler. Left and right on the joypad is used to steer your machine, whilst the pad's buttons are used to accelerate and brake. Once you're at a standstill you can make use of the special reverse button - especially useful if you've just smacked into a wall...


99
BOOST
0'00"00
REST
x2
DAMAGE
SPEED
000 MPH
RANK
1

▲ What these piccies fail to convey is the sheer speed with which your motor burns off when you apply the slightest bit of 'pedal to the metal'.


31
BOOST
1'09"37


fan com
Nintendo
TIME UP
BOOST
2'11"93
REST
DAMAGE
SPEED
RANK

OTHER FX

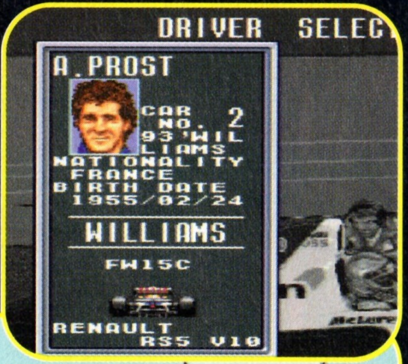
The future of the Super FX chip is looking rosey. Elite software have recently announced their first FX title: Powerslide - a very realistic simulator (or "Mini Metro Simulator", as it was unfairly dubbed at the CES, owing to the unglamorous nature of the vehicles depicted). StarWing II is also in the offing, which uses the Super FX 2 for simultaneous two-player action. However, this isn't planned for release until December, so there's nothing to see yet. Check out the News section for our lowdown on Citadel, the latest Argonaut game using FX technology. Is there no stopping us?

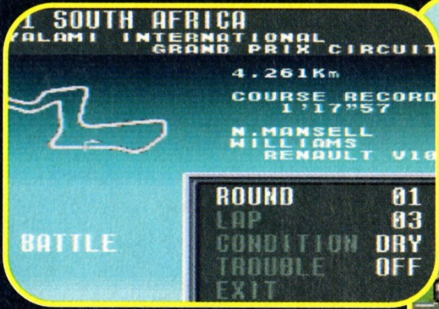
BY: HUMAN PRICE: TBA MEG: 8

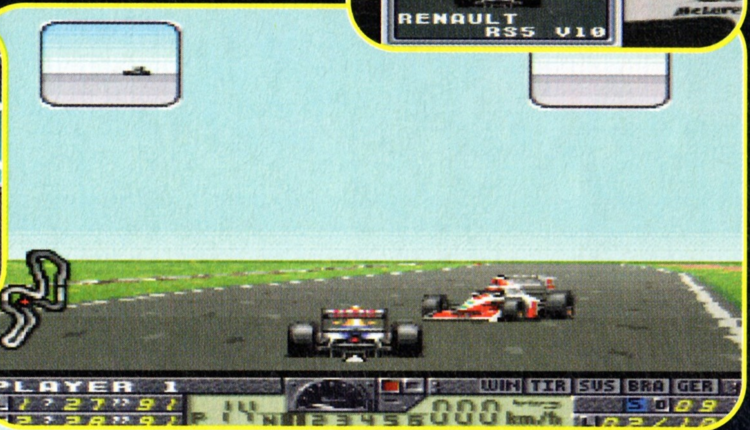
HUMAN GRAND PRIX II

HUMAN
GRAND PRIX II

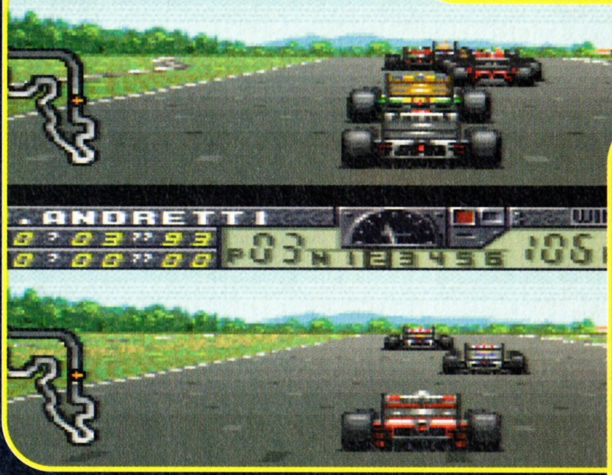
Just when you thought it was safe to peruse the pages of NMS without a racing car in sight, up pops Human Grand Prix II. What makes this one different? Well, that's difficult to say. It uses all of the familiar faces from Formula One, even the recently departed Mansell. Grand Prix style racing games have developed a reputation for options-a-plenty and this title is no exception. In fact, there are more options here than you've ever seen before, with everything from controlling the mechanics of the car to compiling a kind of CV in case you decide to transfer to another racing team. As you would expect, the game also comes with a split screen two-player option. After a brief spell in the drivers cockpit one thing becomes apparent - the rather odd steering technique which, although it can be altered to a degree, certainly takes some getting used to. Racing hopefuls can enter a host of competitions be it a one-on-one battle with another driver or the whole business of the Grand Prix including qualifying, pit stops, and as many laps as you can handle. This looks like quite a tough game with computer competitors no easy push over, but the real test is whether it proves exciting enough in two-player. Is Grand Prix II a racing game to be reckoned with? You'll just have to check out a later issue to find out.


DRIVER SELEC
A.PROST
CAR NO. 2
93'WILLIAMS
NATIONALITY
FRANCE
BIRTH DATE
1955/02/24
WILLIAMS
FW15C
RENAULT
RS5 V10

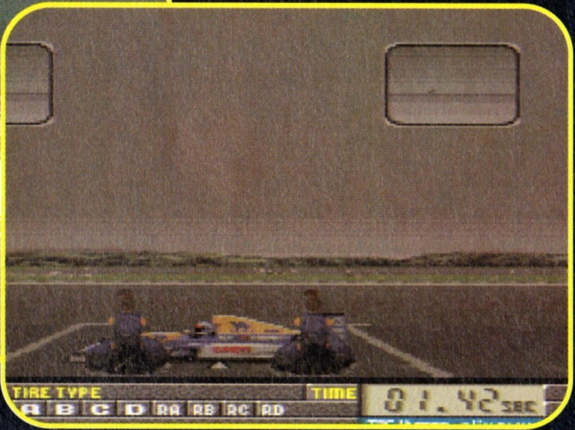

1 SOUTH AFRICA
KYALAMI INTERNATIONAL GRAND PRIX CIRCUIT
4.261Km
COURSE RECORD
1'17"57
N.MANSELL
WILLIAMS
RENAULT V10
BATTLE
ROUND 01
LAP 03
CONDITION DRY
TROUBLE OFF
EXIT

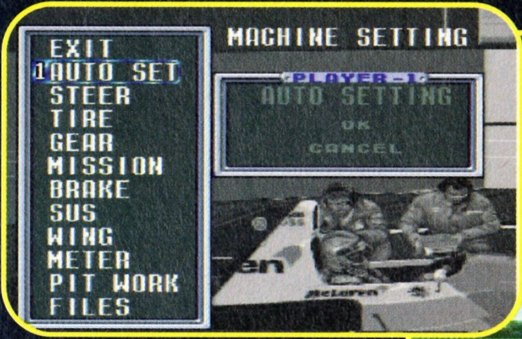

PLAYER 1
WIN TIR SUS BRA GER

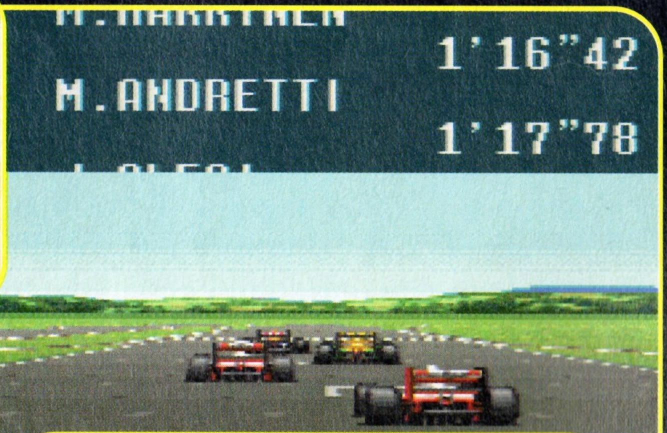
▲ For most F1 drivers this is perhaps the worst case scenario - some old duffer going 190 mph the wrong way around the track!


SUZUKI
ANDRETTI

▲ Take to your magnificent steed and.. ooops, wrong genre.

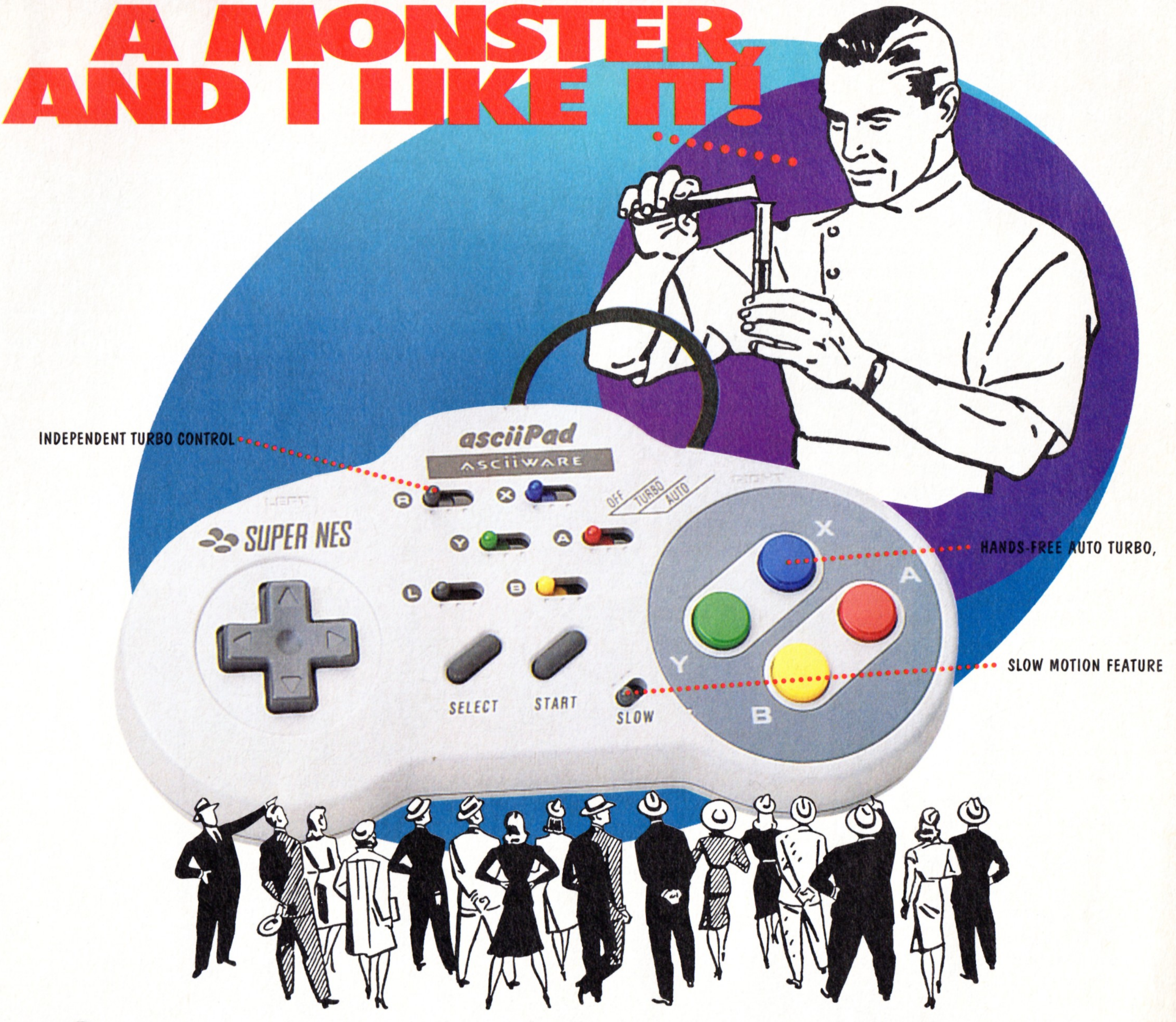

TIRE TYPE
A B C D RA RB RC RD
TIME
01.42sec


EXIT
AUTO SET
STEER
TIRE
GEAR
MISSION
BRAKE
SUS
WING
METER
PIT WORK
FILES
MACHINE SETTING
PLAYER-1
AUTO SETTING
OK
CANCEL


M.HAKKINEN
1'16"42
M.ANDRETTI
1'17"78

SUPER NINTENDO
ENTERTAINMENT SYSTEM

I'VE CREATED A MONSTER, AND I LIKE IT!


INDEPENDENT TURBO CONTROL
asciiPad
ASCIIWARE
OFF
TURBO
AUTO
SUPER NES
HANDS-FREE AUTO TURBO,
X
A
Y
B
SLOW MOTION FEATURE
SELECT
START
SLOW

Our scientists have developed three AMAZING ways to RESURRECT your game play: the asciiPad (above), Fighter Stick (left) and Super Advantage, all for the Super NES. Unlike standard control pads, all ASCIIWARE controllers feature enough special effects to give you SUPER HUMAN STRENGTH. Features like independently adjustable Turbo-Fire, Auto-Turbo and Slow-Motion. And, they even have ergonomic styling, which is one of those fancy scientific words for "looks and feels good." Plus, since they're from ASCIIWARE—the leader in enhanced controllers—you know they'll last a long, long time. An eternity, you might say. The asciiPad SN, Fighter Stick SN and Super Advantage, from ASCIIWARE.

ASCIIWARE™

SUPER ADVANTAGE

Fighter Stick SN

IT'S HOW TO WIN.

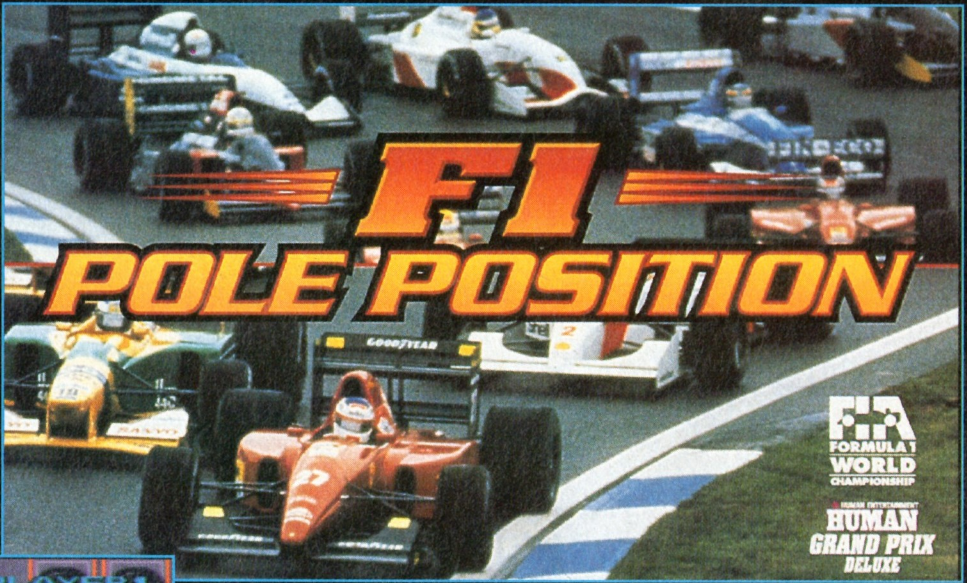
LICENCIES PAR
Nintendo™

©1993 ASCII Entertainment Software, Inc. P.O. Box 6639, San Mateo, CA 94403 U.S.A.. Telephone: 415/570-7005. ASCIIWARE and asciiPad are trademarks of ASCII Entertainment Software, Inc. All rights reserved. Super Nintendo Entertainment System, Super Advantage, and the official seals are registered trademarks of Nintendo of America Inc.

WIN! RACING GOODIES GALORE!

COURTESY OF UBISOFT AND F1 POLE POSITION

Competitions don't come much more supercharged than this one from Ubi Soft. They're so chuffed with F1 Pole Position for the Super NES and Game Boy that they've decided to give away some rather tasty Grand Prix-type prizes to 10 lucky readers. The overall winner will drive away with a brilliant TYCO racing set featuring a zillion feet of track, a 25 lap counter, tune-up kit, corkscrew and high-bank corner accessory and all the other stuff you'd expect! If that's not enough, the spawny so-and-so will also receive a copy of the game. Three runners-up will receive some pretty nifty radio-controlled cars including batteries and a battery charger and copies of the game whilst the remaining seven get some cheeky little models of an F1 racer and, um, nowt else. Now all you have to do to put yourself in pole position to win one of these fab prizes is answer a few oh-so-easy F1-related questions.


F1 POLE POSITION
FIA FORMULA 1 WORLD CHAMPIONSHIP
HUMAN GRAND PRIX DELUXE

EXIT
AUTO
PLAYER1

FORMULA TYCO
GRAND PRIX
37FT / 11·3

PLAYER 2
SLP TIR BRA SUS WIN
10 05 40 02 N123456 184 km 01 01
PLAYER 1
SLP TIR BRA SUS WIN
10 05 97 01 N123456 185 km 01 01

1. I don't know that much about Grand Prix racing, but if I had to take a wild guess I'd say that the British Grand Prix is usually held at:
a. SILVERSTONE
b. DONNINGTON PARK
c. ANDY'S HOUSE

2. Some of those foreign drivers have some dead funny names, but did you know that Alain Prost's middle name is:
a. XAVIER
b. KEITH
C. WHO GIVES A CHUFF?

3. I wouldn't fancy driving one of those F1 cars around our town because their top speed is:
a. 2000 MPH.
b. OOH, WELL OVER 100 MPH AT LEAST, I'D SAY.
c. INTERESTINGLY ENOUGH IT'S ALL AN OPTICAL ILLUSION AND THE AVERAGE F1 CAR GOES LITTLE FASTER THAN A 1979 AUSTIN ALLEGRO.

4. Ubisoft are a French company and their head office is located in:
a. FRANCE
b. CHILE
c. ANDY'S HOUSE.

That's it, four simple questions and no more. So get your answers on a postcard or the back of an envelope or whatever, along with your name and address and send them off to JUST LOOK AT THE POSITION OF MY POLE, UBISOFT COMPETITION, NMS, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Closing date for entries is March 19 and all the usual NMS competition rules apply.

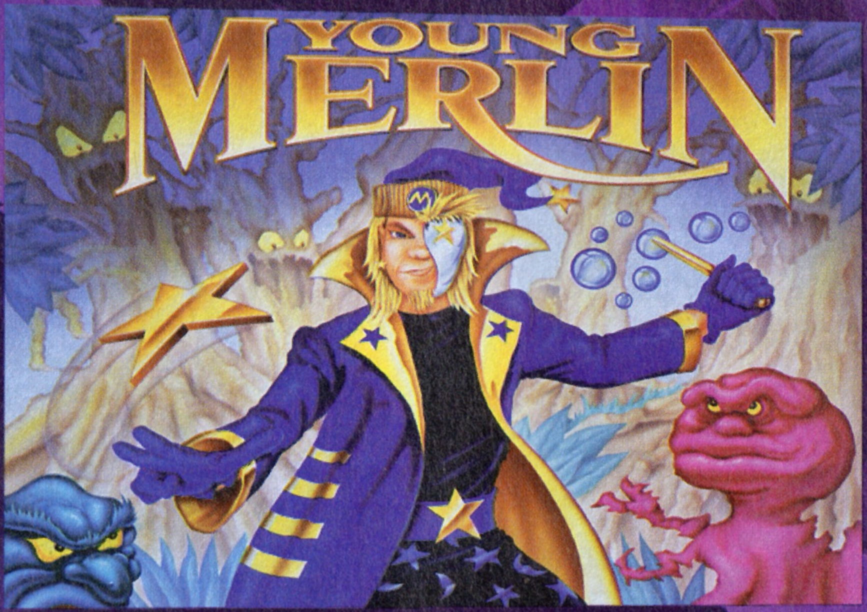
a kind of magic...

"At last a serious rival to Zelda..." - GAMESMASTER: 90%

SUPER ACTION: 89%

"The only real pretender to the Zelda crown" - TOTAL

SNES FORCE: 93%



A host of evil creatures has besieged this once pristine land. From his underground palace, the Shadow King is directing his minions, the Meanies, to infiltrate, corrupt, and destroy all things of beauty. The Shadow King is winning; all in the land will soon quiver from his vile gaze.

Swept away by a raging river while trying to save a beautiful maiden, Young Merlin finds himself in this enchanted land. As he explores, he discovers the Shadow King's hideous plot. Armed with an arsenal of magical objects, Merlin enlists the help of the Lady of the Lake to vanquish the Shadow King's evil minions. It will take all Merlin's cunning and skill to penetrate the Shadow King's defences and crush him for ever.

©1994 Westwood Studios, ℗ 1994 Virgin Interactive (Europe) Entertainment Ltd.
Virgin is a registered trademark of Virgin Enterprises Ltd.
All rights reserved.

Westwood STUDIOS

Virgin INTERACTIVE entertainment

Nintendo

SUPER NINTENDO ENTERTAINMENT SYSTEM
PAL VERSION

BY: ACCLAIM PRICE: TBA MEG: TBA

RYA

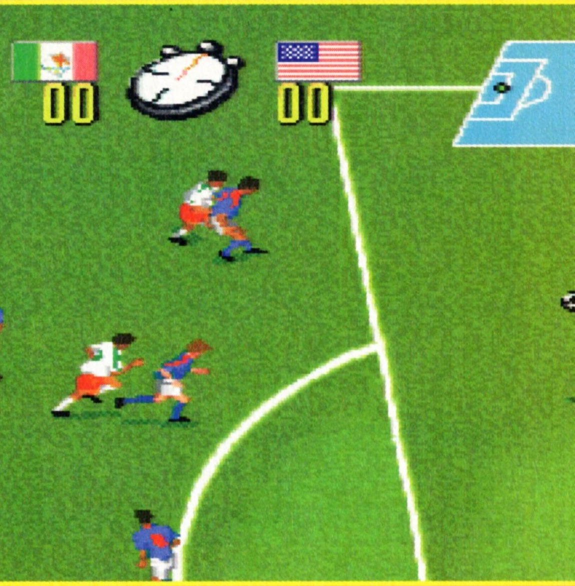
CHAMP

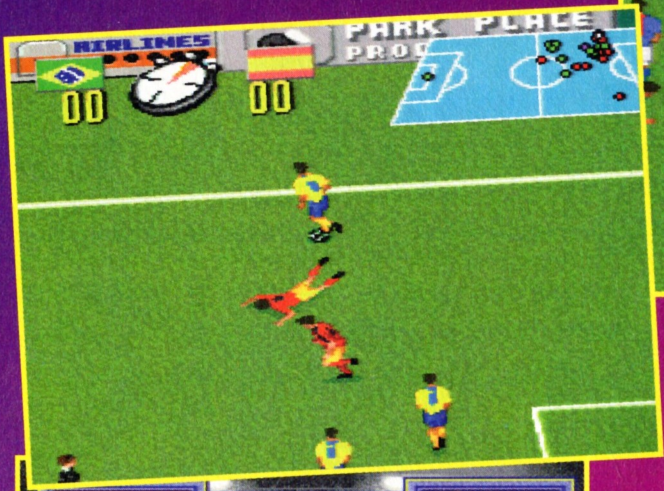
It's football central round here at the moment! With a bit of luck we'll get Kick Off 3 into Stop Press, and in the meantime here's Ryan Giggs Champions Soccer from Acclaim. What with EA's FIFA Soccer on the cards, Striker, Virtual Soccer, Goal 2 and the original Kick Off already out there the fans aren't spoilt for choice! Anyway, this is a Preview on Ryan Giggs, so Ryan Giggs is what we'll talk about... Manchester United fan or not, only the most adamantly biased could deny the sheer skill and genius of Ryan Giggs. Acclaim have managed to get the endorsement from the man himself for their football sim, Champions Soccer, developed by Park Place. All of the usual features are here, plenty of international sides to choose from. Champions Soccer isn't cluttered up with options but retains all of the essentials like the offside and fouls option, team formations and the chance to chose automatic or manual keeper.

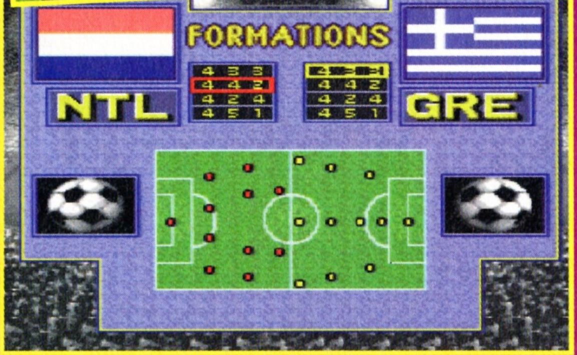
Many soccer games suffer from poor in-game logic, fidgety controls and poor collision detection. An early kick around of this title suggests that it has managed to avoid this carnal sin. However, in order to find out the full details of this most promising cart you'll have to wait for the NMS review that's warming up on the sidelines as we speak.

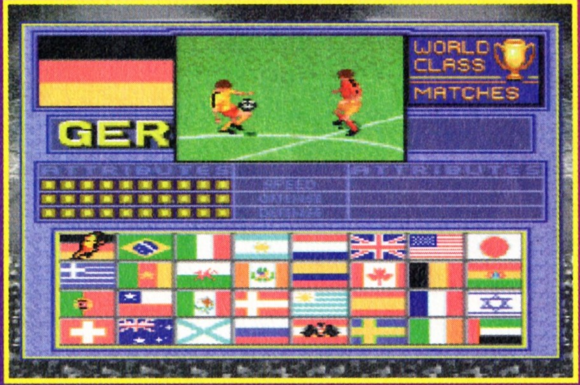
FOOTBALL GROUPIES

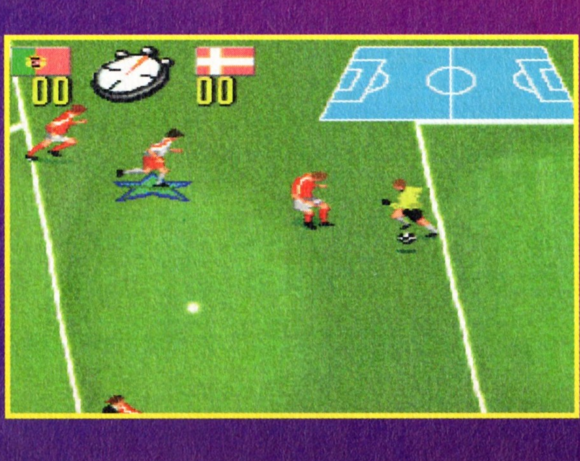
Players can chose from either an exhibition match, which is simply a one-off game against any opponent, or enter the tournament. The tournament is set up like the World Cup, teams beginning in groups and then moving on to a knock out competition. Obviously as you improve your footy talents, choosing more incapable teams makes the challenge that much tougher.

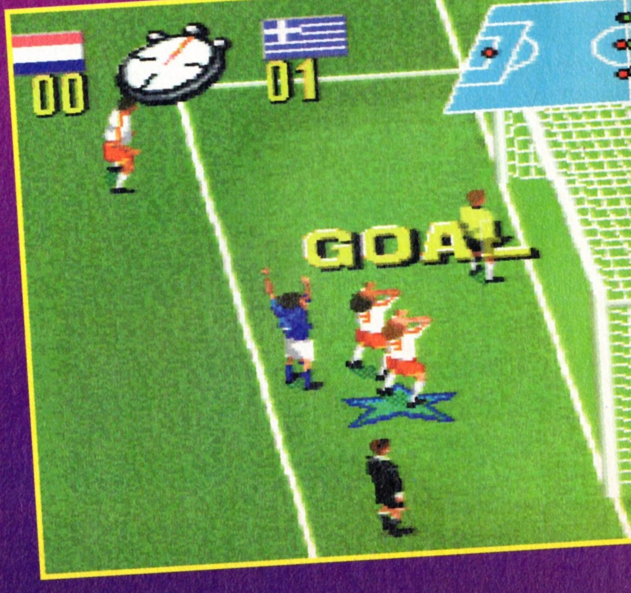


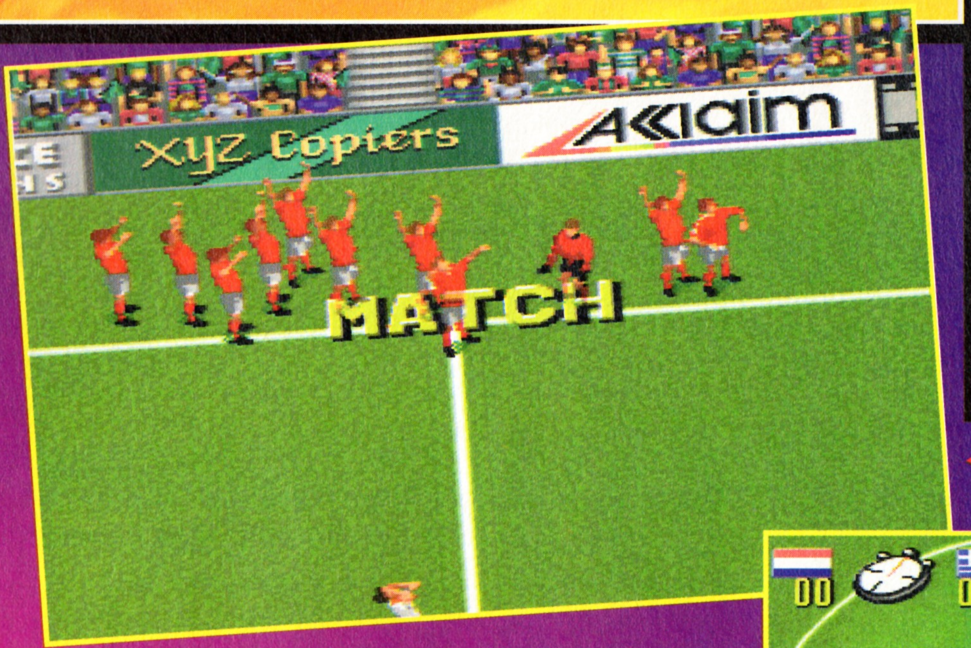




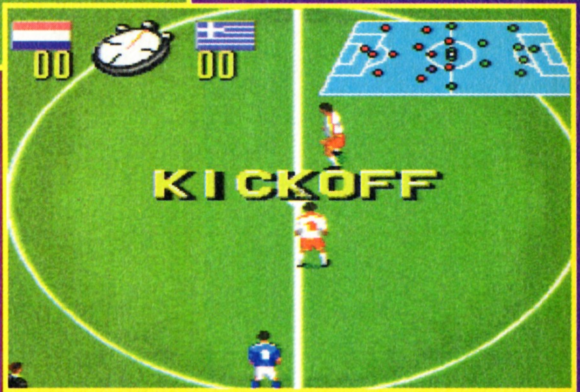








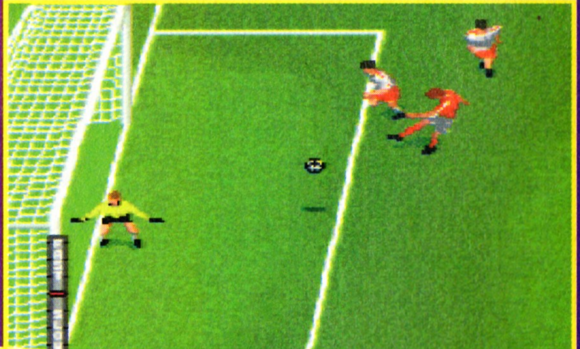
Horray Tims not coming in today

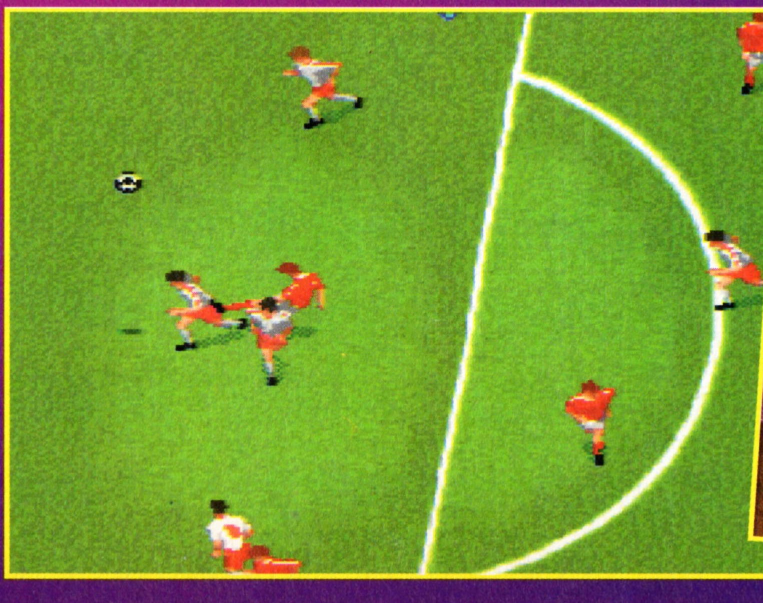


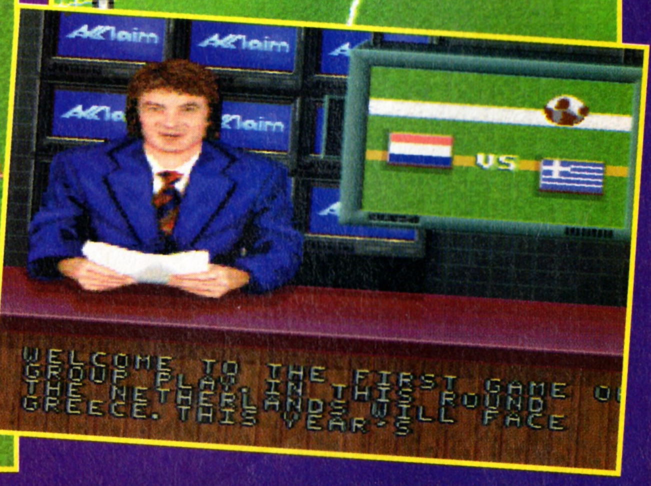
N GIGGS
ONS SOCCER

IT'S GONE TO A REPLAY

Like a number of sports games Champions Soccer comes with a replay facility allowing you to see again those moments of supreme triumph or intense controversy at any speed you like. If you don't get round to seeing a stunning goal for a second time, the TV Presenter may well show it again as the highlight of the first or second half.







WELCOME TO THE FIRST GAME O
GROUP PLAY. IN THIS ROUND
THE NETHERLANDS WILL FACE
GREECE. THIS YEAR'S

NMS AND ACCLAIM

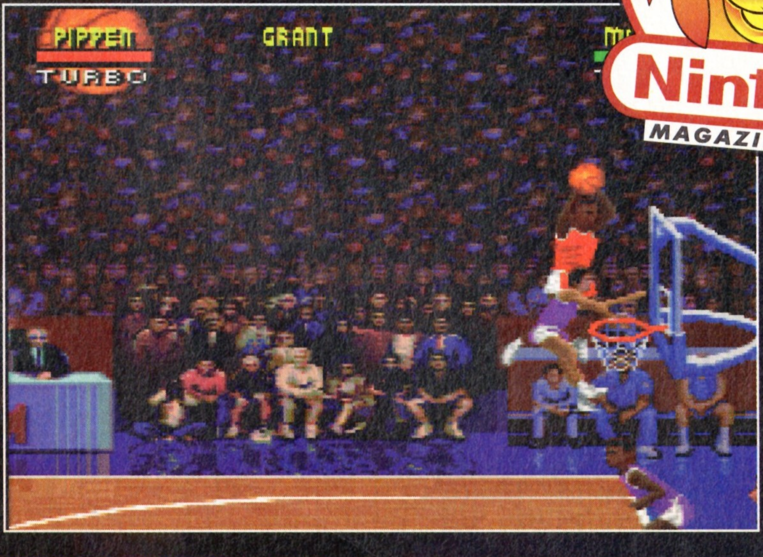
WIN! TEN GAMES AND AMAZING

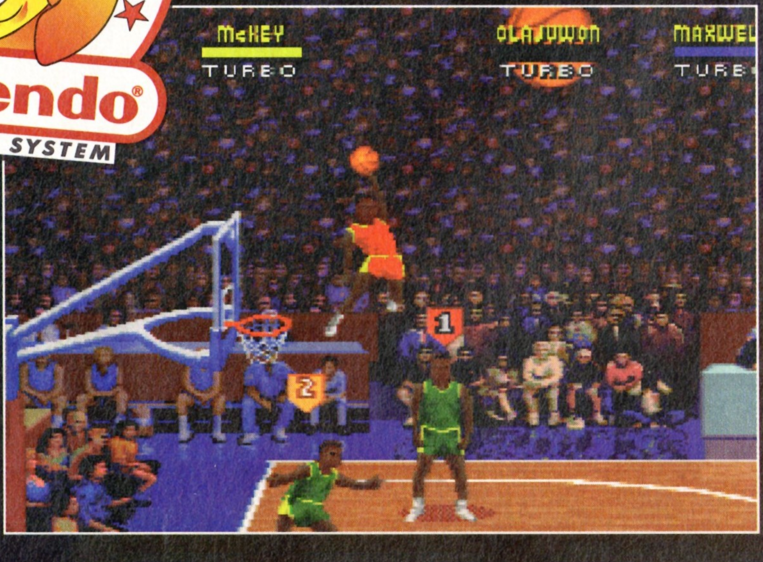
As the excitement surrounding the absolutely brilliant NBA Jam heats up, NMS has teamed up with Acclaim to bring ten spawny dunksters a stack of basketball goodies. And just so's nobody feels left out, they've decided to send **EVERYONE** who enters a smart NBA newsletter. Back to the main prizes, though. **ALL TEN** winners will find a copy of the rim-rocking cart winging its way to them quicker than you can say Dave Robinson, and one **SUPREMELY JAMMY** reader, on top of a brilliant cart, will get a full basketball set-up for their home - including an officially endorsed backboard complete with spring-loaded hoop and full-sized ball so they stick it on the side of their garage and get a few mates round for a real-life jam session. Brilliant! There is, however, a catch. In order to qualify for any of these amazing prizes, Acclaim have stipulated that hopeful readers must first answer a few tricky questions. Well, we don't want to GIVE them away!

NBA

TISDALE
TURBO
RICHMOND
TURBO
JOHNSON
TURBO
2

SEAL OF QUALITY
Nintendo
MAGAZINE SYSTEM



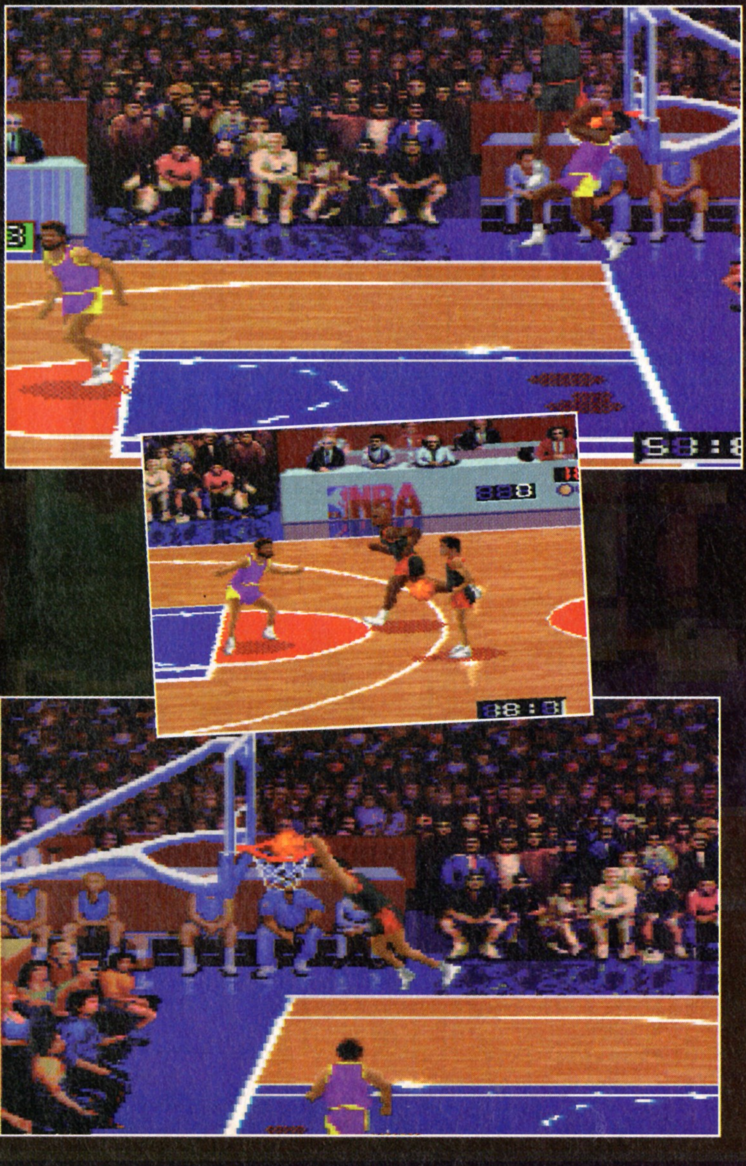


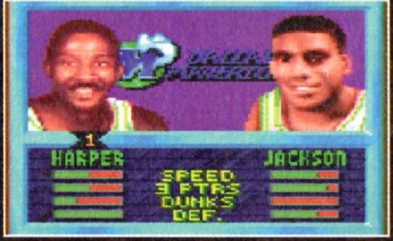
A - WE'RE ON FIRE!

BASKETBALL KIT, COURTESY OF...

JAM

NBA





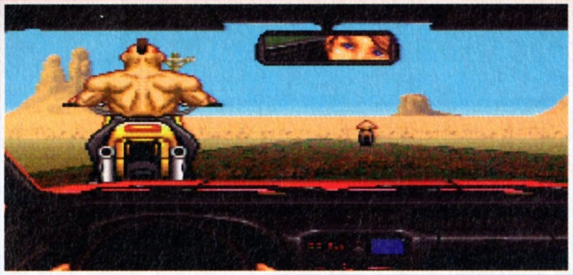
QUESTION 1. Blimey! That Shaquille O' Neal is huuge! If I had to take a rough guess I'd say he was about as tall as:
- a. A very tall man.
- b. Ronnie Corbett.
- c. Paul Daniels.

QUESTION 2. How many players are there on court at any one time during an NBA Jam playoff?
- a. Eight.
- b. Four.
- c. Dunno and, more importantly, I don't care.

QUESTION 3. NBA superstar Michael Jordan had the nickname 'Air'. This was because:
- a. He used to put his opponents off by guffing in their faces.
- b. It wasn't his nickname at all - his parents were hippies.
- c. He had amazing jumping abilities.

Complete the following sentence in no more than 25 words:
I'm a bit of a basket case because:

So, slap your answers onto the back of an envelope and slam them off to: MY BALLS DON'T EVEN TOUCH THE SIDES, NBA COMPETITION, NMS, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. All the usual NMS competition rules apply (no members of EMAP or Acclaim and their families, enter as often as you like, editor's decision final, don't phone up, no cash alternative etc) and closing date is March 19, after which we'll pick the winners and dish out the prizes. Get Jammin'!



CART SPEC

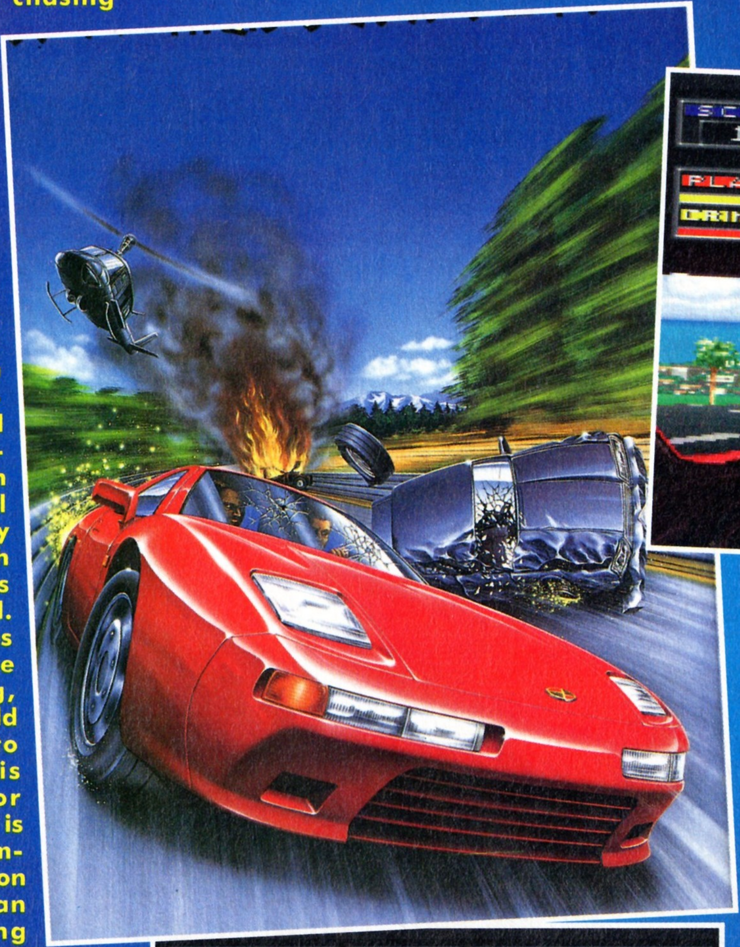
CRIMINAL CHASER
SUPER HQ
TAITO
© TAITO CORPORATION 1993
ALL RIGHTS RESERVED

- **BY:** TAITO
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** RACING
- **CART SIZE:** 8 MEG

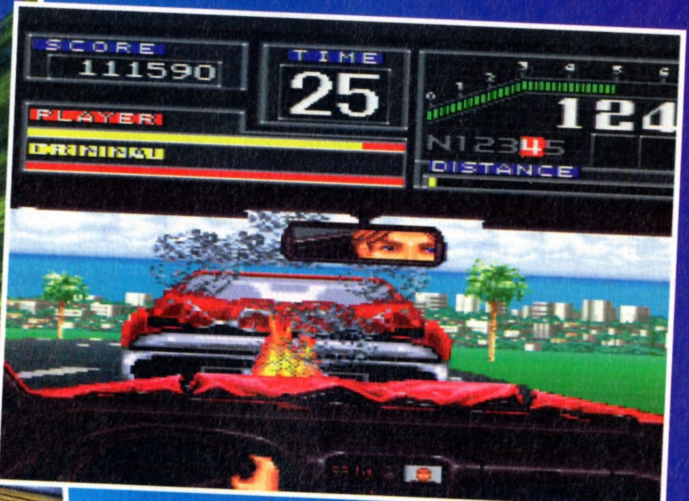
CRIMINAL CHASER SUPER H.Q.

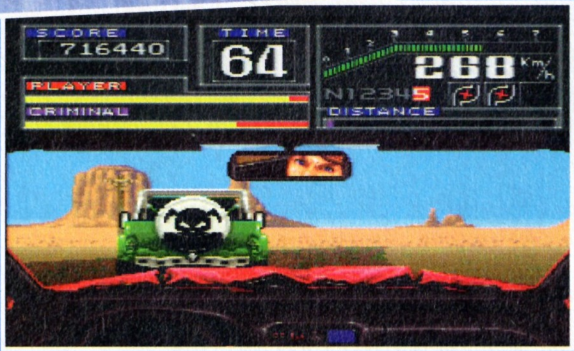
Nicole had had enough. Her Papa was becoming completely unreasonable in his attempts to curb her teenage enthusiasms. So she took the car and got the hell out of there. Now she works for the secret service as a gutsy police driver chasing criminals across the nations highways. Ahem.

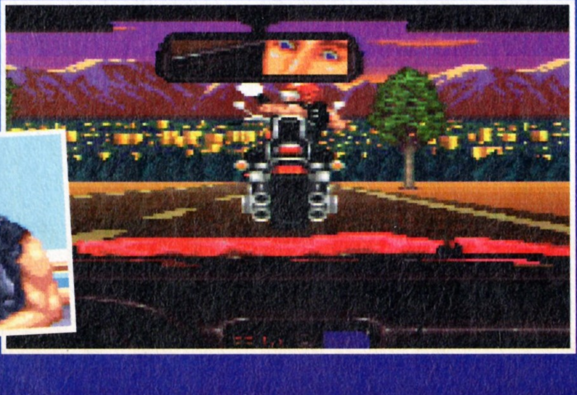
Take the role of Nicole (or the driver if you'd prefer) and chase down the escaping criminal in each mission. However, hunting down perps and such is not as easy as it sounds. As well as finding them, you have to avoid innocent road users and survive biker henchmen who attack with bullets and petrol bombs. Fortunately your car is fitted with special nitro boosts to give extra speed. But if ever there was an advert for the virtues of walking, this is it. What would possess someone to get in this car is beyond me. For starters the steering is very dubious. A simple tap of the direction pad left or right can send you careering into cactuses or trees at the side of the road. Trying to discern which direction to go in tunnels depends on divine guidance because there's very little to indicate which way to turn. The three nitro boosts prove largely useless as well. In fact just about the only interesting aspect of this game is watching the driver's reactions in the rear view mirror - and that's only because he looks like he's sitting on a turnip. Sorry Nicole, but you'd have been better off with Papa after all...



▼ "Are we nearly there yet?"







RATINGS

PRESENTATION

▲ Quite a few control options.

▼ No password system.

70

GRAPHICS

▲ Good facial expressions.

▼ But nowt else.

48

SOUND

▼ Naff engine sounds, few other effects.

52

PLAYABILITY

▼ Irritating control method, extremely repetitive.

50

LASTABILITY

▼ I give it about ten minutes.

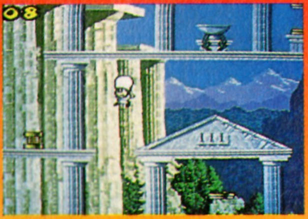
47

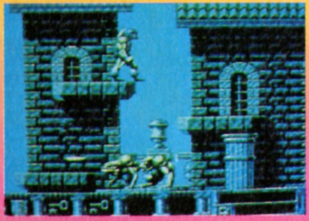
OVERALL

A racing game that acts an an excellent promotion for pedestrian activities. There's nowt so good as a good country walk...

48

THE RAINBOW ENDS HERE!





MINDSCAPE

MINDSCAPE SNES RANGE

Pierre Le Chef is Out to Lunch

Games Master	89%
SNES Force	84%

Wing Commander Secret Missions

Game Zone	80%
SNES Force	81%

Gods

Cal Ripken

For further information on
Mindscape's Nintendo Range
please write to:
Mindscape International Ltd.,
Priority House, Charles Avenue,
Maltings Park, Burgess Hill,
West Sussex RH15 9PQ

Championship Pool

Super Action	91%
C & VG	85%

Mario is Missing SNES

Total	92%
NMS	83%

Captain America and the Avengers

Outlander

MINDSCAPE

REVIEW

GAME BOY

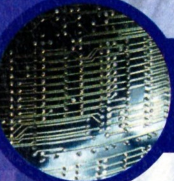
KIRBY'S PINBALL LAND™

▶ START NEW GAME

©1993 HAL Laboratory,Inc.
©1993 Nintendo

CART SPEC

- **BY:** NINTENDO
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** SIM
- **CART SIZE:** 1 MEG



GAME INFO

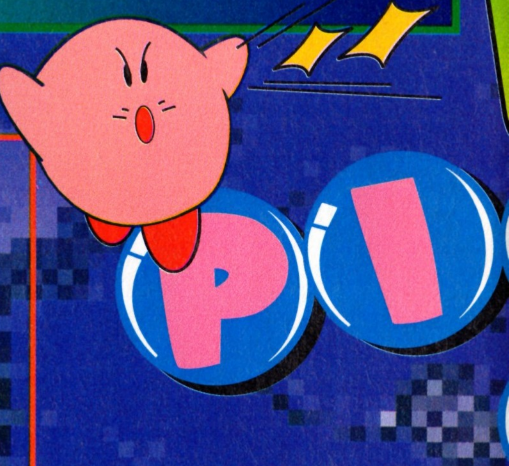
- **PLAYERS:** 1-4
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Easy
- **CONTINUES:** Save game option
- **RESPONSIVENESS:** Great
- **1ST DAY SCORE:** Completed two tables
- **GAME ORIGIN:** Pinball game featuring your, well, Paul's favourite inflated chap, Kirby.

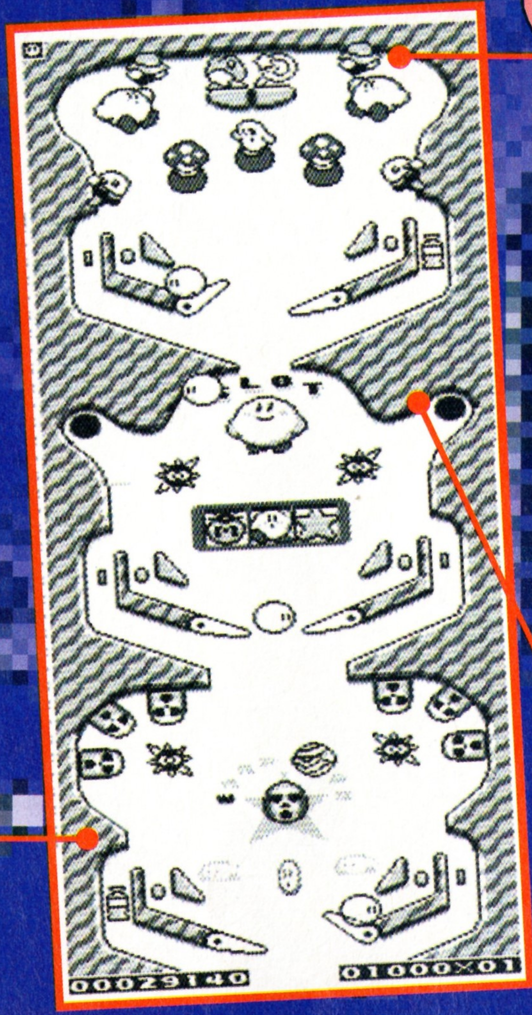
CONTROLS

- **HOW TO PLAY:** Use the D-PAD and the A BUTTON to flip KIRBY around three pintables battling bosses from his previous jaunts.

A	Right Flipper.
B	Nudge Table
S	Nada
S	Pause

It's a hard life being small and fat. Come on, it is. Wasn't it always the small fat kid at school whose bag you used to chuck across the sportsfield just so you could see him run, get all red in the face and out of breath. Didn't you used to swap your shirt for their's in the changing rooms after P.E. just watch "em try and do the buttons up? And didn't you use to pull chocolate bars from their mouths saying "don't you think you've had enough, lard-boy?" ? Of course you didn't - you're all caring people of the nineties who blanch at the thought of employing such bully boy tactics on those unfortunate horizontally-challenged members of society. Unfortunately for Kirby the evil King Dedede is not so enlightened and likes nothing better than putting our spheroid chum in a series of three giant pintables and spanging him around at great velocity. And so it falls to you to help Kirby escape his torment, but first he has to defeat the three guardians of the pintables then go up against Dedede himself. Personally, though, I'd rather keep him trapped so that I can bounce the rotund chump round to my heart's content. Anyway, those of you with an interest in rescuing the fat fool read on...





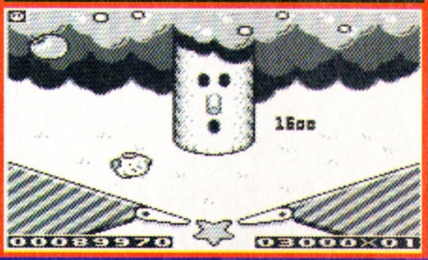
TOP TABLE:
Knock the hats off the three Cappy mushrooms to make the warp star appear next to Slippy at the top. Roll over the star to meet Wispy himself.

MID TABLE:
The key to escaping this table lies in shooting at the dancing Kirby. This activates the slot machine. Three little dancing Kirbys makes big dancing Kirby fire you up a stage. Three stars makes the warp star appear to take you to the bonus game and three tomatoes blocks the lower lanes. Cool.

WISPY WOODS

LOWER TABLE:
Destroying the six mini Kaboo's in the top left and right corners to make the large Kaboo in the centre disappear and a roulette wheel materialise. Shoot Kirby into it and time your button press until the arrow points up to spang him up a table. Roll over the Kirby triplets to change them. Three smiling Kirbys make lane blockers appear.
Every time Kirby hits the Mummy Ball a letter in the word "WARP STAR" appears. Spell the word and said star appears taking you to the table of your choice.

BOSS:
Wispy throws apples and tries to disable your flippers. A few slaps in his bark-like face soon knocks the sap out of him.



BONUS GAME:
Hmmm, a Breakout-type game. How original!

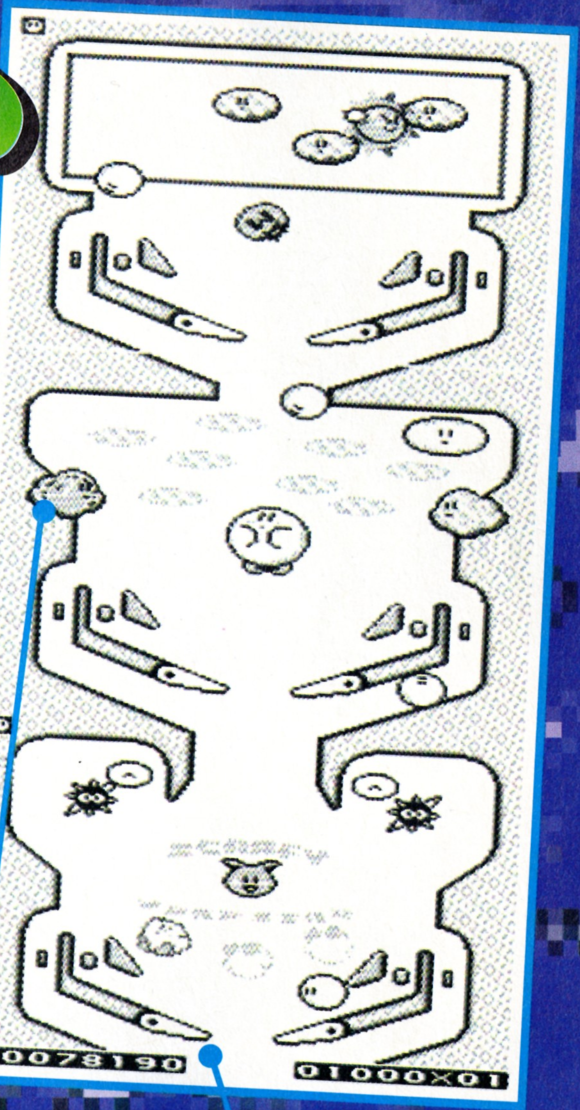
KIRBY'S NBALL LAND

THREE TIMES TABLES

Kirby's escape is no easy task. Before he goes up against Dedede he has to first find then defeat the bosses of the three pintables. Fans of Kirby will recognise these guys - they're all bosses from his previous adventures. Here then is a brief guide to their domains.

KRACKO LAND

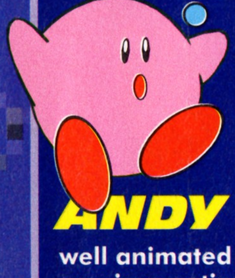
TOP TABLE:
Turn day into night by hitting Mr Bright three times, then hit Mr Shine three times to make the warp star appear taking you to Kracko.



MID TABLE:
Three hits of the Nimbus at the top of the screen causes a downpour and Big Kirby puts his umbrella up. Land atop the umbrella to visit the top table. Hit the Clouds on either side and they pass various items to one another. Perhaps one will be the warp star that leads to the bonus game.

LOWER TABLE:
Hit the Bumpin' Boos to light the word "WARP STAR" that, in turn, makes the warp star appear. Alternatively, hit Scary enough times to spell his name out, then aim for the top-most of three mini Scarfys that appear to be bumped up to the next stage.

COMMENT

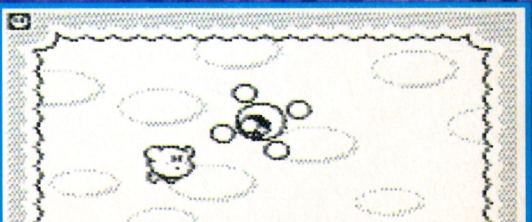


ANDY

As far as Game Boy pinball games go there is little competition for Kirby's Pinball land, although what there is of it is of a relatively high standard. Fortunately this game, by my reckoning, beats the lot of them. The graphics are big - Kirby is more the size of a tennis ball - clear, and well animated with characters from Kirby's previous outings all making guest appearances. There are some novel touches too, like the goal-shooting sub game or Kirby putting his umbrella up when it starts raining. But the biggest test for any aspiring pinball game is the ball logic. Thankfully this is pretty faultless although slightly let down by the collision detection that sometimes lets the ball fall through the end of your flippers. The game is not that hard to clock either, but then again it's points that count with these sort of games and as far as variety goes, Kirby's Pinball has more in it than any of its contemporaries - and it's got Kirby in it too! Go for it.

BOSS:
Watch out, Kracko spins angrily and emits flipper-crippling lightning. Once more, a few well-placed hits is enough to burst this cloud.

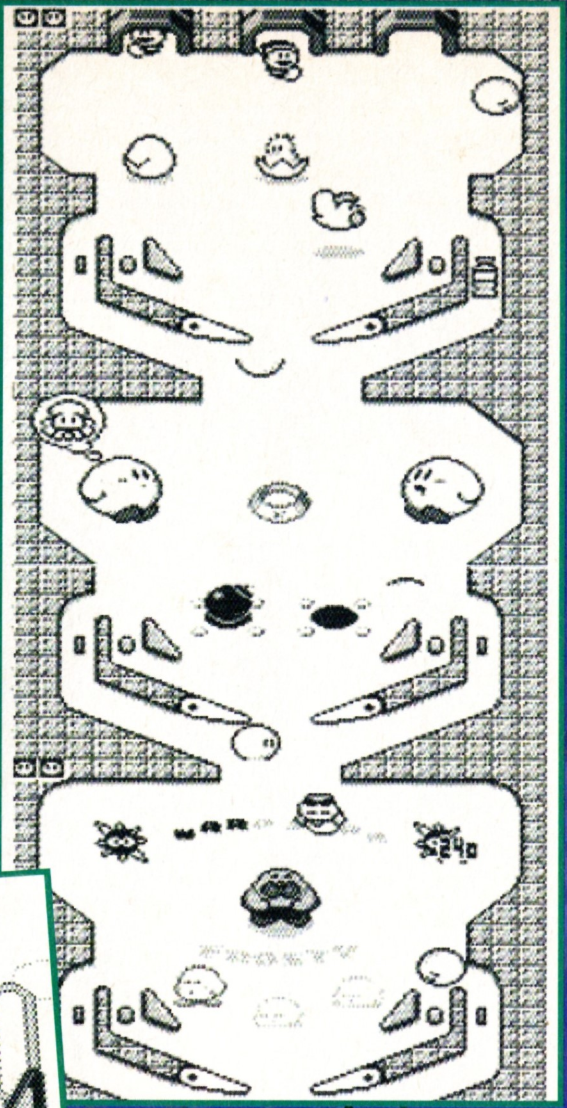
BONUS GAME:
It's points central as you attempt to bounce the items into Kirby's capacious gob.

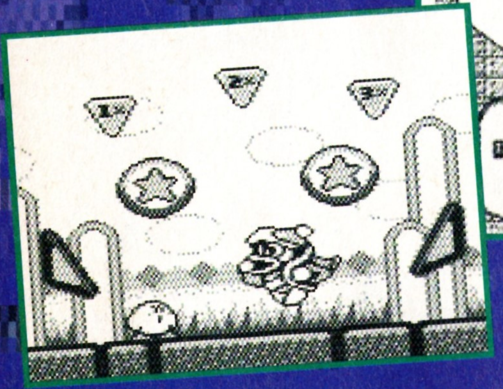


POPPY BROTHERS' LAND

TOP TABLE:
Help Kirby hatch the chicks before the Poppy Brothers return them to their original egg state. If all three are released they return the favour by delivering loads of goodies, including the warp star to the big boss...

MID TABLE:
Hit stuffed Kirby on the left and he spews whatever's on his mind onto the plate in front of him. Hit hungry Kirby on the right and he inhales the left-overs. You may take advantage of whatever is on the plate by rolling Kirby over it.
If it's a squid it throws Kirby up a stage, a tomato blocks the lanes whilst a star takes Kirby off to the bonus round.





▲ Kirby's Pinball is great. There's the option to spang the little feller around a variety of cutesy tables and even indulge in the odd bit of senseless walrus slaughter too!

COMMENT

PAUL

Kirby's early starring roles, despite being great fun, fail to impress many gamesplayers because they are too easily exhausted. Thankfully there is no danger of this occurring with Kirby's Pinball, as the aim is quite different from that of a platform game. There's no 'end' reached in pinball games as such, though Kirby is faced by the necessary defeat of boss characters in this variation. Simply put, Kirby's Pinball provides players with an almost limitless opportunity for simple excitement and pure entertainment. This little feller is one of the few characters around encouraging genuine smiles to peoples faces of late and is given many opportunities to further his happy campaign within this imaginative new 'adventure'. Clever use is made of the pinball theme with each of Dreamland's characters finding many ways to excel on each table. With Link's Awakening assured the top position in every play list at the moment the number two slot goes to Kirby's Pinball!

LOWER TABLE
Spell "WARP STAR" by hitting Chilly to bring the self same star up. Or light up the word "FROSTY" by, no surprises here, hitting Mr Frosty. This puts the chap in a bit of a spin and Kirby can use him as a catapault.

BOSS:
Only one of the Bros Poppy appears to start with but don't let this lull you into a false sense of security because his brother soon arrives to launch a bombing raid.

BONUS GAME:
With a squid in goal it's going to be no easy task to put a few past him. But that's Kirby's task so get shooting!

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	☐	☐
ACTION	■	■	■	■
CHALLENGE	■	■	☐	☐
REFLEXES	■	■	■	☐
ORIGINALITY	■	☐	☐	☐

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	☐
WEEK	■	■	☐	☐
MONTH	■	☐	☐	☐
YEAR	■	☐	☐	☐

PRESENTATION 88

▲ Nice intro screen and great presentation are the order of the day throughout.

GRAPHICS 89

▲ Kirby and all his pals are thereresplendant in their monochromatic glory.
▼ Alas, they do tend to blur at speed.

SOUND 88

▲ The good old Kirby tunes get a thorough remixing. Nice.

PLAYABILITY 90

▲ The ball logic is brilliant (iitt iisss) and a nice variety in the gameplay.
▼ The challenge tends towards the easy side of simple.

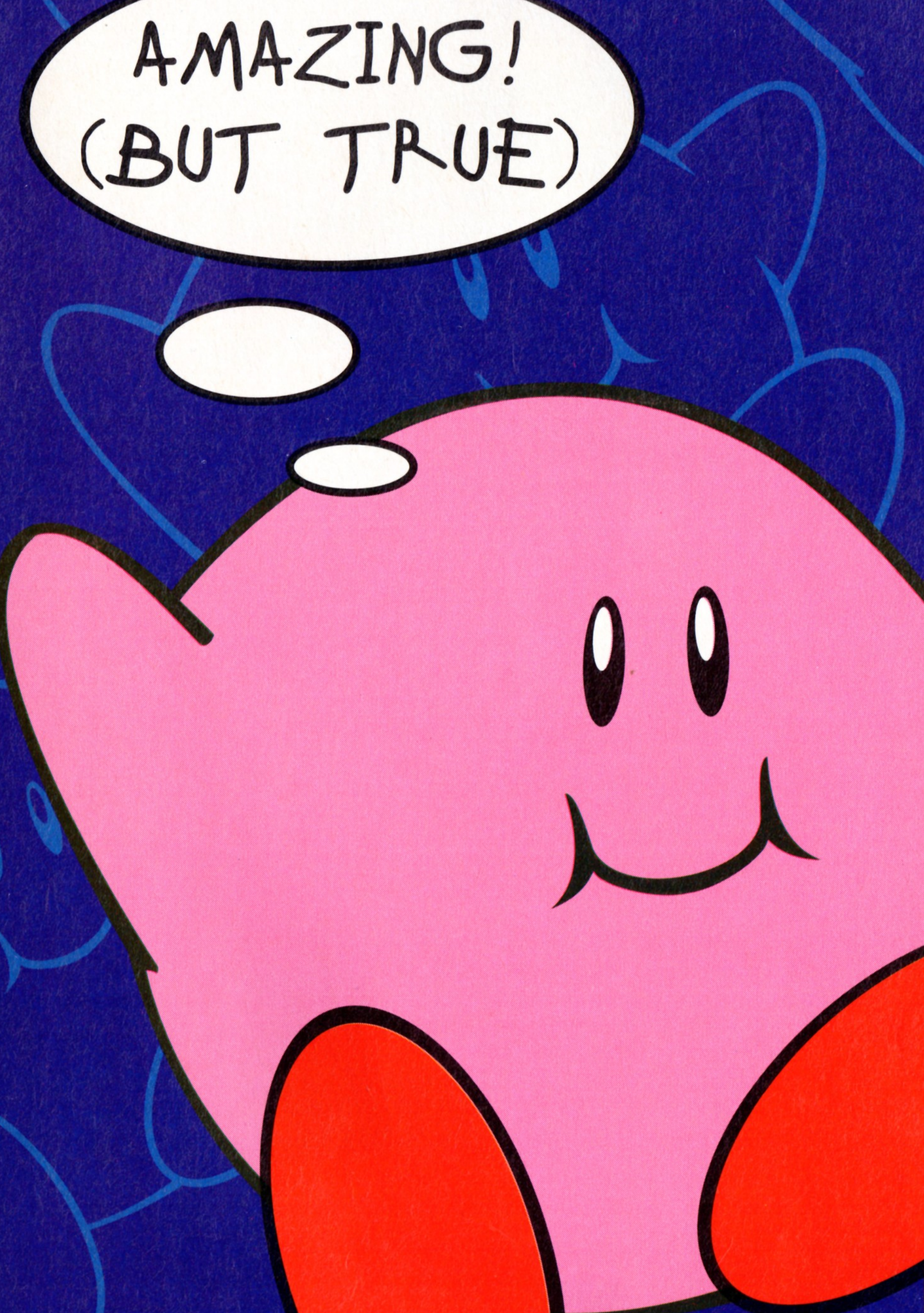
LASTABILITY 85

▲ It's not that hard and there's a save game option too, so you'll have it licked in no time, but then again you're bound to keep coming back for more to better your score.

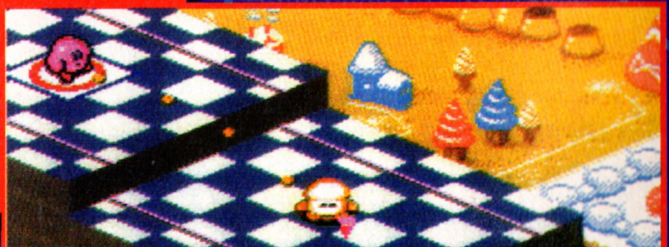
OVERALL 88

A great excuse, as if one was needed, to bring Kirby back to the Game Boy. And he's as cute, endearing and playable as ever.

COMING SOON... ...TO AN NMS NEAR YOU...



'The only problem with my games', thought Kirby, the only thing he carefully added is 'I only ever manage to have fun with one person at a time. Sigh.' Well, Nintendo have some extremely good news for this little pink marshmallow fellow – they're giving him his very own two-player game! Hooray! Titled Kirby's Tee Shot, it's a very special golf game in which Kirby, bless him, is thwacked about all over the place – yet again. Now there's no need to worry about him readers – Kirby's not just happy, he's ecstatic about the whole deal. That's good, because NMS are overjoyed too. Kirby. We...we...oh no it doesn't matter...(Damn!)

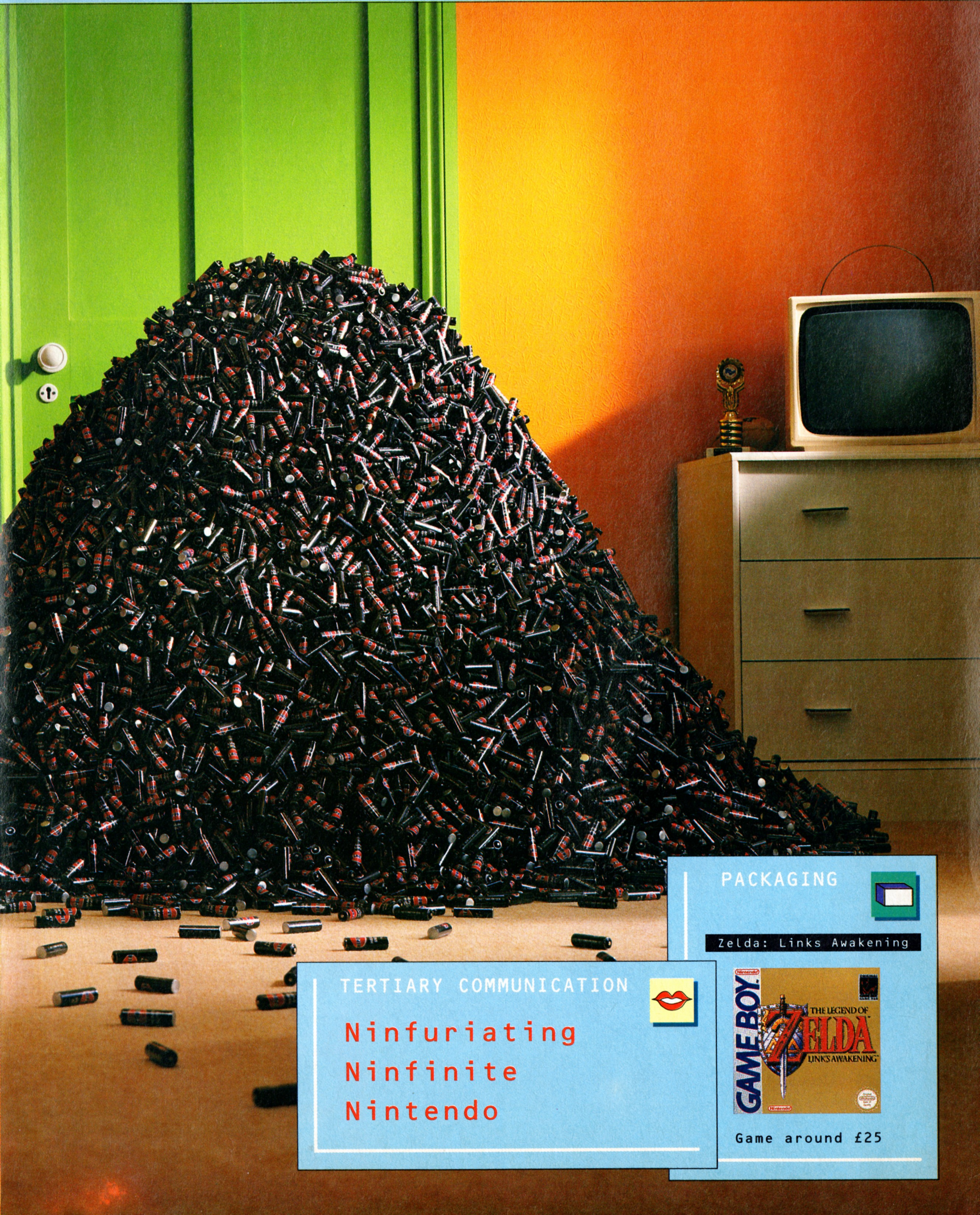


FOR A GRINNING LITTLE WINDBAG, HE SURE GETS AROUND!

SECONDARY COMMUNICATION

No other game looks like it or lasts like it.

Nintendo


THE LEGEND OF
ZELDA
LINK'S AWAKENING
GAME BOY
Nintendo

PACKAGING

Zelda: Links Awakening

Game around £25

TERTIARY COMMUNICATION

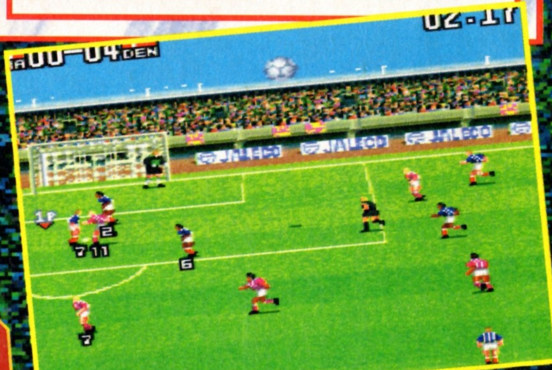
Ninfuriating
Ninfinite
Nintendo

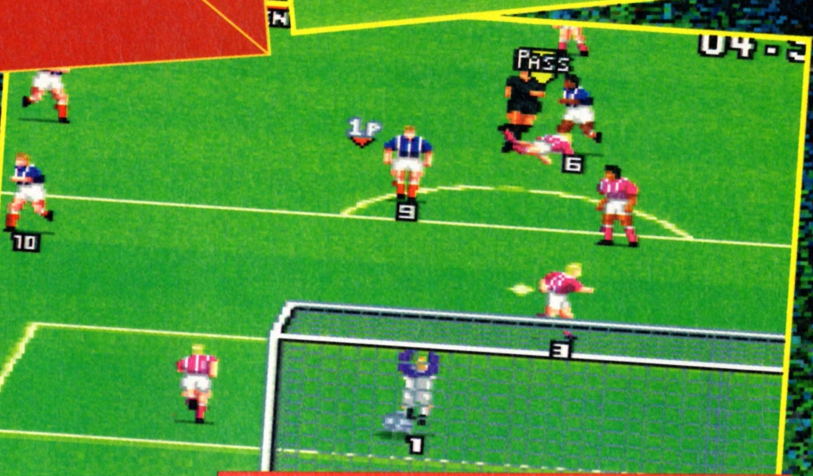
SUPER GOAL 2

SUPER
GOAL!
PUSH START BUTTON
TM AND ©1993 JALECO
LICENSED BY NINTENDO

CART SPEC

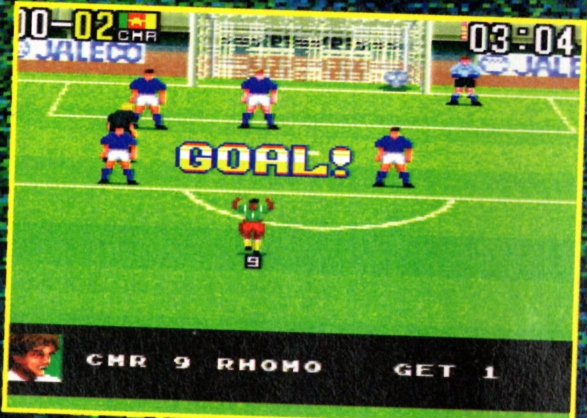
- **BY:** JALECO
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** SPORTS
- **CART SIZE:** 8 MEG


00-04 DEN
02:17
JALECO

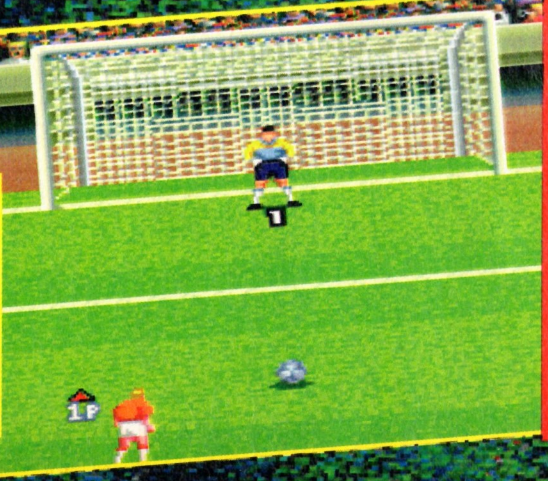


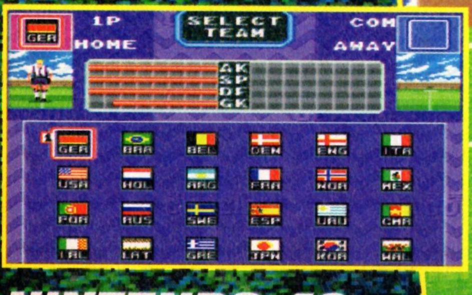
Despite being by far the most inventive and entertaining sport in the world, football has undergone some hideous transformations on console. Super Goal 2 arrives with the promise that this time things could be different. After choosing from 24 teams, deciding on formation, picking a stadium (which dictates the weather) and the ball type(!?), players can get started. Short intelligent passes tend to yield the most success but effective aerial skills also prove essential because the ball seems to spend a long time in the air. The action scrolls vertically and can prove confusing on occasions, especially with the ball's strange ability to grow as it moves away from you and shrink as it draws close! Spooky! Super Goal 2 doesn't come with as many options as you'd expect, and the game logic is full of frustrations. Picking a player to make a tackle proves time consuming because the player chosen initially is often the most impractical. Similarly in attack, passing can prove decidedly stupid when left to the computer's devices.

Like other footy games around, Super Goal 2 comes with a Cup competition. This works as a league table at first and reverts to a knock-out competition once the league is decided. Staying faithful to real life, each player has individual talents which, if not particularly inspiring, can be exchanged in favour of a substitute. As you would expect, the game works best in two-player mode but the lack of care taken with the game logic means that at best even this proves dull. Can it be rated as another truly hideous football game? Not quite, but it certainly won't win any awards either.


00-02 CMR
03:04
JALECO
GOAL!
CMR 9 RHOMO GET 1

▲ Hooray! A goal! Yawn...




1P HOME
SELECT TEAM
COM AWAY
GER BRA BEL DEN ENG ITA
USA HOL ARG FRA NOR MEX
POR RUS SWE ESP URU CMR
IRL LAT GRE JPN KOR WAL

RATINGS

PRESENTATION

▲ Some strangely unique options but...
▼ ...Lacks some sensible ones!

66

GRAPHICS

▲ Strapping and colourful footy sprites.
▼ Meet the incredible pulsating football.

64

SOUND

▲ Good Brazilian "Goaaal!" celebration.
▼ Sound effects are thin on the ground.

69

PLAYABILITY

▼ The weird game logic instils the gameplay with an irritating dullness.

65

LASTABILITY

▲ Good two-player mode.
▼ Enthusiasm will wane soon enough.

66

OVERALL

Another football game that proudly relegates itself to the mediocrity division.

65

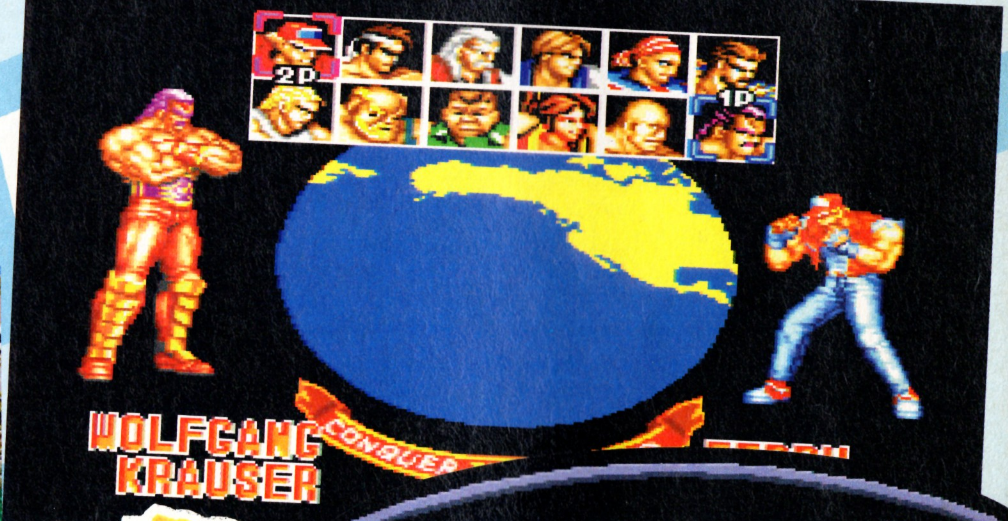
NHS

You may have noticed how people just don't know how or when to get crazy over a game anymore - or manic over incredible cheats for that matter! In an attempt to revive some good, old-fashioned hysteria NHS now kicks off with something astounding; the hottest cheat of every month featuring right here on the intro page. Just like this Fatal Fury II cheat in fact! Allow us…

FATAL FURY II

Of course NMS doesn't need to blag any Konami games, but there's no denying our discovery of the hottest tip this month! By following this routine it is possible to select a fighter from the boss characters:

At the Takara logo wait for the music to begin and quickly press B, A, X, Y, UP, LEFT, DOWN, RIGHT, L, R. Unn-be-liee-vaa-buurrl!

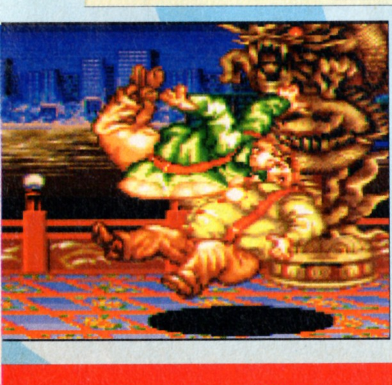

2P
1P
WOLFGANG
KRAUSER
CONQUER

1P 900
2P 2300
ANDY BOGARD
MAI SHIRANUI

TAKARA

FATAL FURY

1P 503
PUSH STA
JUBEI YAMADA
AXEL HAWK



1P 8600
2P 3100
CHENG SINZAN
JOE HIGASHI

1P 800
2P 1300
JOE HIGASHI
JUBEI YAMADA

1P 336700
PUSH START
JUBEI YAMADA
AXEL HAWK

PAUL'S SMALL TIPS

PSST! GET YOUR FREE KONAMI GAMES HERE!

Our March edition of NHS presents something really special. So what's new! KONAMI's generous sponsorship of the section ensures that skillful readers are rewarded with two of the company's hottest titles as prizes each month. Considering most KONAMI games are amongst the best on console, winners are utterly spoilt for choice! Quite possibly the person reading this is set to join Daniel Boutros, Tom Gilmore, Graham Mangion *et al* in the NHS hall of fame as being one of the greatest game-breakers in NMS history. Is this you? Imagine: the likes of Tournament Fighters, Tiny Toons II, Zombies, Sunset Riders and Batman: The Animated Series being sent to your home for FREE! All that is required is the discovery of some special, secret tip and any two of these great titles are yours for keeps. Holy macaroni - what more could a person ask for?! Send those entries in NOW, to: LET IT BE, LET IT BE-EE; LET IT BE - ME, ME, ME!, NMS Small Tips Section, NMS, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

SPONSORED BY

KONAMI®

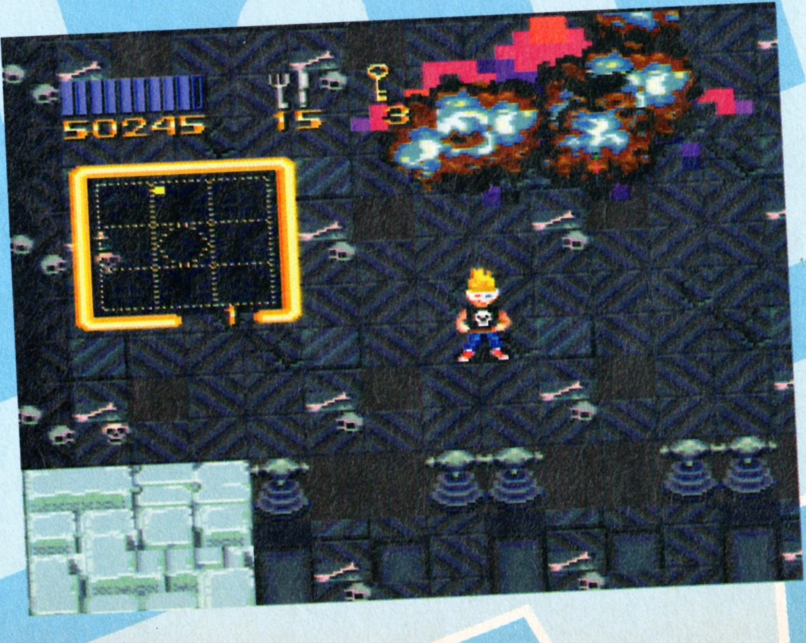
SUPER NINTENDO® ENTERTAINMENT SYSTEM

FIRST SAMURAI

For an old Amiga game first Samurai is OK, though it's hopeless when compared to Megaman X! Robert Wood assures that players wizz through the game even sooner than expected with this level select cheat: On the options screen press and hold X, A, L and R together. Two doors begin to slide shut. Just before tey do press RIGHT (stage 1-2), DOWN (Stage 2-1), LEFT (stage 2-2) or UP (stage 3) whilst still holding the buttons.

ZOMBIES

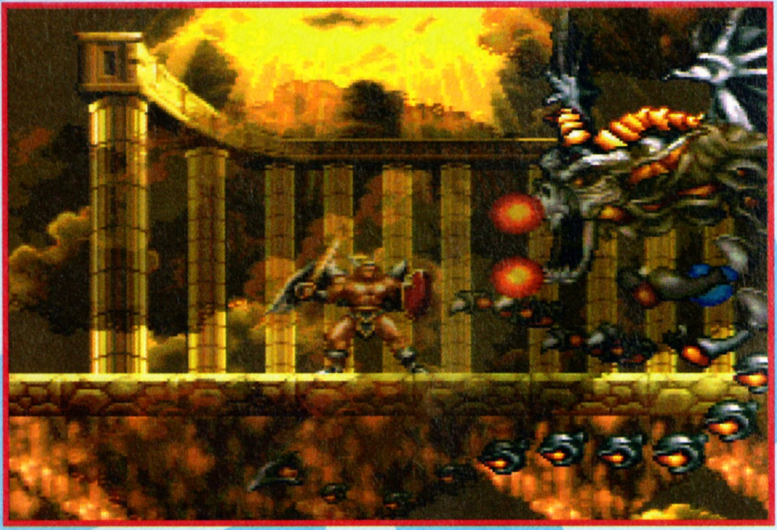
'Day of the Tentacle' is an elusive bonus level at te best of times, but Sylvia May from Blackpool provides Zeke and/ or Julie with the opportnity to access the level at the start of the game. Entering BCDF as the code takes the player back to the title screen but starting the game boots the bonus stage where it is possible for the kids to grab a bazooka and access the round again once Level 1 is completed.



ActRaiser 2

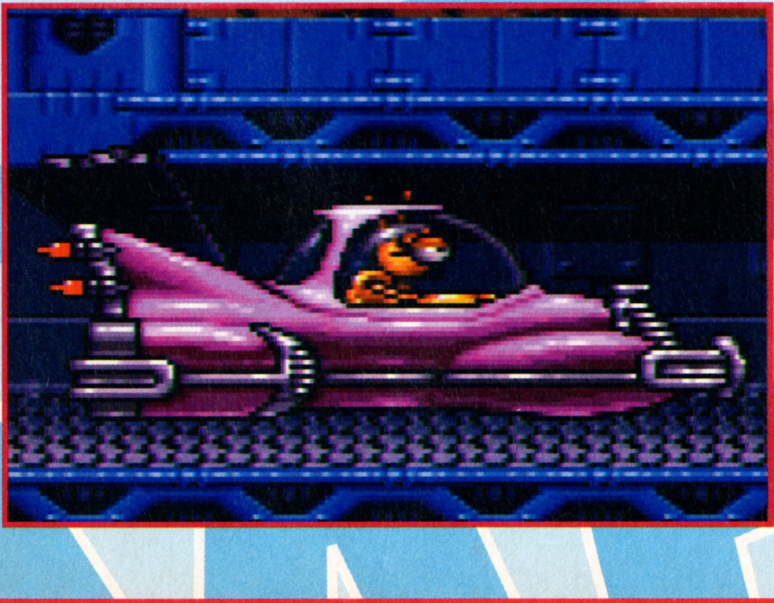
Terence Stokes doesn't believe in wasting time. No sooner has he 'clocked' Actraiser II than he's writing in with the complete set of passcodes for the game:

Stage I, Act II: Befic: XZKC XBZM XXZD
Stage II, Act I: Tortoise Isle: JCLD XYTX SLCS
Stage II, Act II: Altheria: MLWK BPZW DTZS
Stage III, Act I: Modero: MMFH MBKC WHWL
Stage III, Act II: Demons Cave: MSCY HKHD KHHY
Stage IV, Act I: Death Field: MFLT CMSP TPTF
Stage IV, Act II: Almetha Volcano: MFLH MFDS LTYP
Stage V, Act I: Palace: MFMJ PLBW YYJP
Stage V, Act II: Palace II: MFMJ TTLK WSFP
Stage VI, Act I: Gratis: MFMJ TWSY FYPX
Stage VI, Act II: Storm Rock: MFXT SHJT BDLY
Stage VII, Act I: Tower of Sous: MFCY BPXF CXBY
Stage VII, Act II: Tanzra: MFCL SYMC MSXF



B.O.B

Does Liverpool have some kind of Tips Training Centre or what? It's just that many of the tips the NHS receives are from Merseyside or its surrounding area! Chris and Sam from scouseville have this passcode for EA's B.O.B providing a full quota of weapons and nine of each remote. It is 196420. The game states that the passcode is invalid. It isn't. Just start the game as usual and see the difference!



FLASHBACK

US Gold's products are few and far between on the Super NES, which is something of a shame considering the quality of Flashback. Here's the list of expert codes supplied by Damien Faulkner of Middlesex:

Level One: ZBVDS
Level Two: JNGLQ
Level Three: HNYTM
Level Four: KVNF
Level Five: DWNGH
Level Six: STBRM
Level Seven: RDBQLR

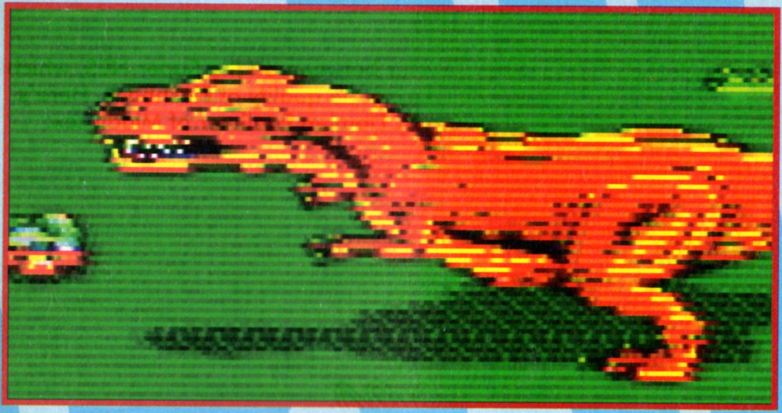
Jimmy Connors Pro Tennis Game

Just when you thought it was safe to play tennis, a great big tennis-court monster comes along and eats you up! Still such creatures might think twice should the avid tennis player be 1005 points in the lead. Luckily Kevin Lee is around to supply the passcode for this very purpose. By the way '*' stands for the tennis ball.

V1OZ GTD4 C*WS
Z5HF BFCO B8BO
BHB7 BNB8 BC

JURASSIC PARK

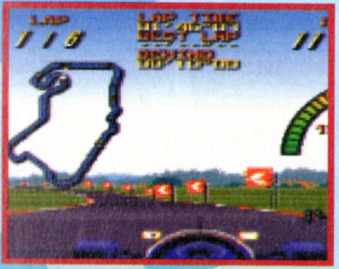
Unfortunately for Matthew Hall and Liam Bookey they both supplied this enlightening little tip for Jurassic Park and both cannot realistically claim the Konami software. Poor shame. Regardless the lads both tell of a secret room that is accessed at the top of the eastern mountain range. After having Alan kill the Velociraptor lurking there have him descend the steps to the point where there is a boulder and another set of steps. Lead Alan to the top of the last set of steps before the ship where a jagged wall awaits. Unbeknownst to Alan this wall is a door to a secret room containing an extra life and other such bonus items!



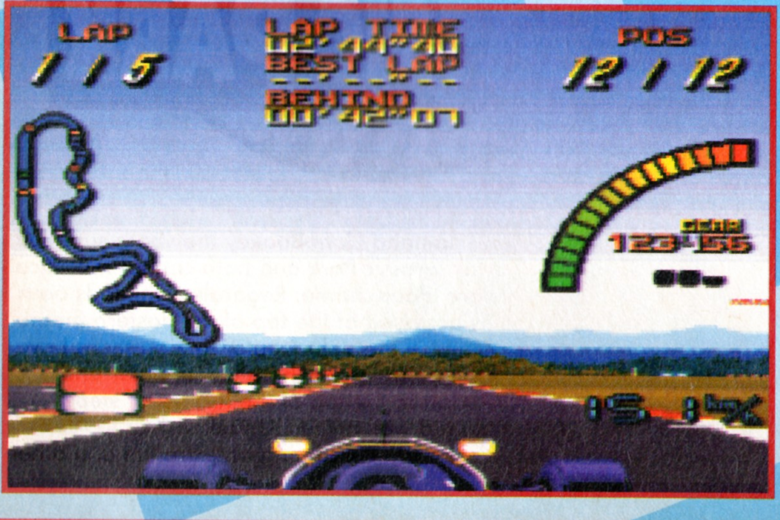
The extra life is accessed by pushing against one of the walls inside the room which is, in fact, another secret door. Coo.

NIGEL MANSELL'S World Championship

Following on from James Graham's cheesy winning tactics last issue Gareth Williams from Aigburth in Liverpool has these passcodes on offer:



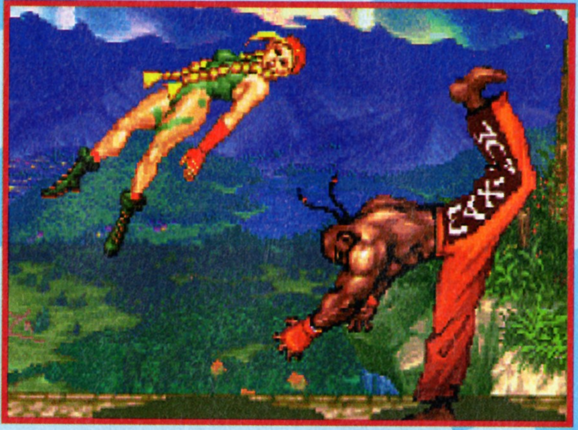
Mexico: L29ZN40LJ2541STCVL
Brazil: 6CL732YLZ3H07VNBR9
Spain: PZPP693R91Q7NHQ..2
San Marino: R49RGKFH.JBDSVOT79
Monaco: L0XJ.XVCH3L7GDCFOR
Canada: B7JPR46QRB.RG08HNL
France: LV0ZB206FG0K62K2D7
Britain: TKX.B7G3VTJFS1QSKX
Germany: TQPCLTBTB7X21.JQGT
Hungary: HLL2FWG1Y20FL.1NG5
Belgium: YMGW4BXM3BVG1JR565
Italy: 4QX4JKWXT5OZQ..K35
Portugal: 4F3M0TZ507064KGC5D
Japan: R48RR9GT7JB.BZVR4D
Australia: 33DV4BF1ZZG538GW3
End: PV2JTFBK4Y696H4DXY



ROCKY RODENT

This is one bizarre game which hit the Super NES at a time when we were all sick to the back teeth of run-of-the-mill platform games. It's actually quite a laugh. Anyway Ravi Nischal - a real dodgy geezer if ever there was one - has supplied us with this cheat to access a secret options screen. As Rocky is sprinting across the title screen, quickly press Y, A, R, A, B, A and press START.

STREET FIGHTER II: TURBO



Look, this isn't a cheat at all! Apparently NMS made the mistake of mentioning that Vega's back-flip is not included in the Super NES conversion of Turbo. Of course it is and the move is performed by pressing all three punch button simultaneously. Richard NG is the most polite person to inform us of our error and to him we are grateful - sort of. No more letters please.

STRIKER

We're all waiting for Striker II - well Andy and Tim are at least. In the meantime Michael Pitchford from Northants has a passcode enabling players to compete as the ELITE team. Enter:
BCDFGHJK
LMNPQRST
BBBBBBBB

10
FREEKICK BY 10:B. FUCHEL
OF SWITZERLAND

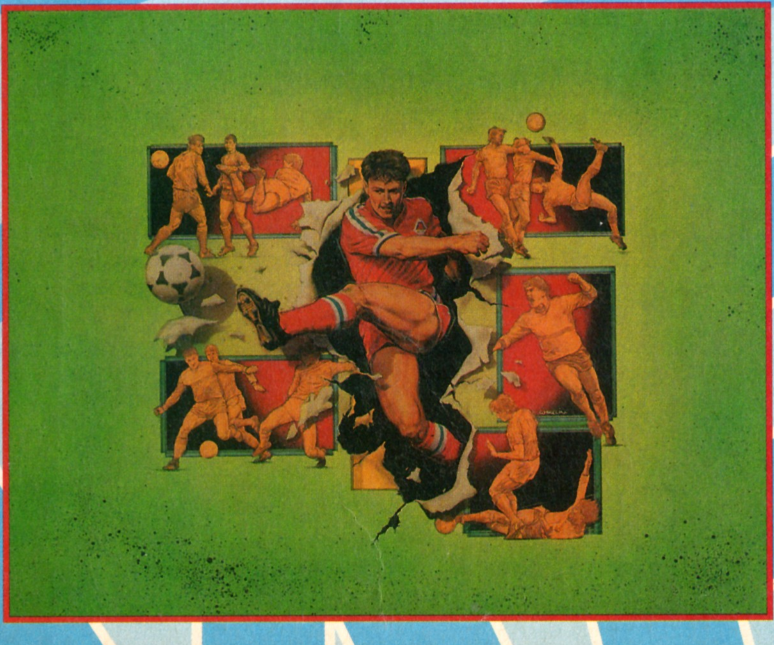
BBBBBBBB
BBBBBBBB
BBBBBBBB
BBBBBBBB
BBBBBBBB

Now press START. Though a message indicates a password error ignore this and continue. The password is displayed at which point press SELECT to quit. That's it.

STRIKER

STRIKER

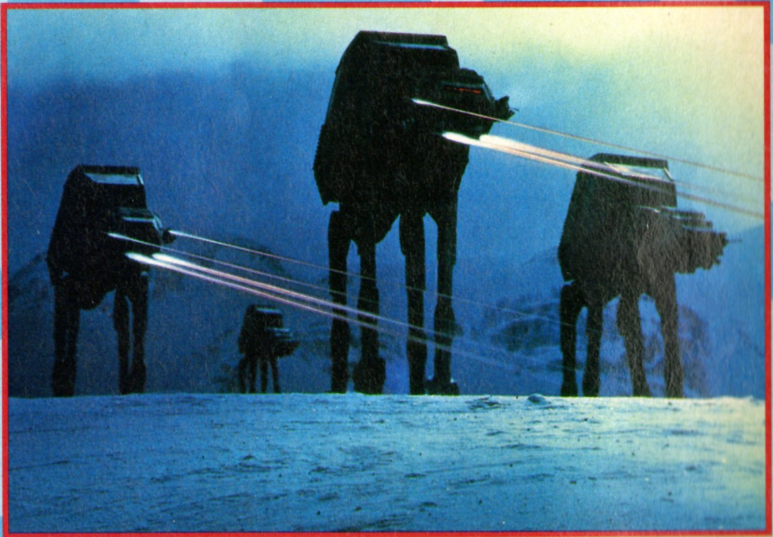
Top scorer Graham Priest from Bedworth has discovered a sure-fire way of scoring goals in the indoor mode on Elite's Striker. Choose any team and begin play. The cheat only works when the opposition shoot or run into your goalkeeper when he is standing just inside the post. Once he has the ball, however, press UP on the D-pad and B. The ball is passed to the player furthest up the pitch. Press UP and B again and the ball soars neatly past the opposing team's goalkeeper. Should the ball hit the post (apparently this is rare) one of your team's players runs up to meet the ball whereupon pressing UP and B once more scores the goal. Graham won a match 13-3 using this cheat, though he claims to have no skill whatsoever. We believe you, Graham.



SUPER THE EMPIRE STRIKES BACK

Many of our readers claim NMS underrated Super Empire Strikes Back. Away with you. Anyway, here's the man with the longest surname in history with his list of codes. Take it away Kevin Bergenhenegouwen (cough, cough) from Soestdyksekade (hack, hack), Holland:

Stage Two: MRWNPL
Stage Three: NLBJJF
Stage Four: DGBDPL
Stage Five: TCCPSJ
Stage Six: RCWJMF
Stage Seven: JRGRTD
Stage Eight: MDBNMR
Stage Nine: GTLCNP
Stage Ten: WWBGHF
Stage Eleven: PGBNBH
Stage Twelve: DLPMMD
Stage Thirteen: TNPSPL
Stage Fourteen: SHRBLW
Stage Fifteen: LNGPNN
Stage Sixteen: FSFMSR
Stage Seventeen: FCPDPC
Stage Eighteen: HPLSHJ



YOSHI'S SAFARI

Despite it's lack of challenge Yoshi's Safari is a really fun game. Even better is the cheat allowing Super Scope-owning hombres to test their mettle against a harder difficulty setting. After pressing L, R, X and Y plus START simultaneously at the title screen the background colour turns purple. This indicates that the cheat is working. Dara Anderson's letter is accompanied by a couple of cute Yoshi and Mario pics. How could we refuse to print her tip?

LIFE
POWER
SCORE

ヨッシーのロードハンティング
©1993 Nintendo
TURBO

ZOOL

NMS haven't rated Zool yet, however MJ Bergeis, yet another gamefreak from Holland, is kind enough to advise us all of a level select and unlimited life cheat for the game. On the screen which reads 'Level 1 Get Ready' press LEFT, RIGHT and SELECT.

SC PAUSED
HI

GAME BOY

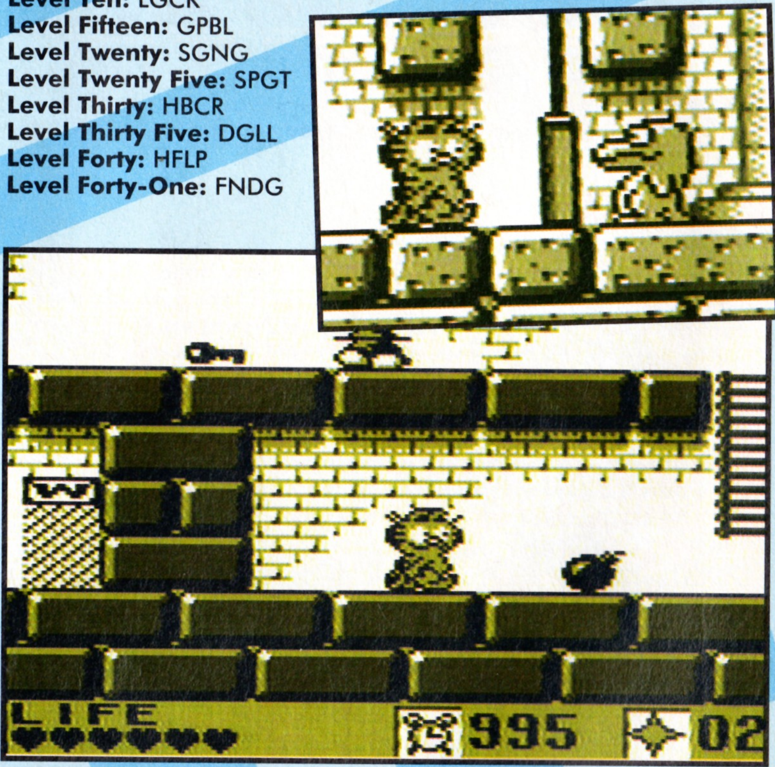
DYNABLASTER

What with all the Bomberman hysteria we don't mind printing Alexis Paul Musgrave's aged Dynablaster cheat for the Game Boy. Besides it's a cool game in its own right. After finishing a session on game B press button A in the continue screen and the relevant level code is revealed. OK, so it's not the most impressive cheat in the world!

Garfield

'Here', says Andrew Bell from Lyme Regis, 'are all the level codes for Garfield on the Game Boy'. Well here's most of them anyway:

Level Five: ZFRG
Level Ten: LGCK
Level Fifteen: GPBL
Level Twenty: SGNG
Level Twenty Five: SPGT
Level Thirty: HBCR
Level Thirty Five: DGLL
Level Forty: HFLP
Level Forty-One: FNDG



GOLF

Richard NG's second cheat of the month makes it possible to perform a backspin, for what it's worth, on Game Boy Golf. Select any club except the putter and start the club swinging. Just as the club is about to strike the ball ensure it hits the black spot along with pressing LEFT or RIGHT on the D-pad and this creates a back spin. (?)

LINK'S AWAKENING

David Powell's ingenious dupe for Link's Awakening is cool! His cheat is to warp Link across difficult screens by tricking the game thus: Position Link near the edge of any screen and move him as if to walk him off. As soon as Link is half-way off screen press SELECT to call up the map. Press SELECT once more and notice how Link is now warped

Stuck in a Nintendo game? Call the official hints and tips Hotline on 0703 652222

to the edge of the next screen. This cheat makes the traversing of river and the by-passing of castle guardians a cinch! Well done David.

MICKEY MOUSE

Sadly there's no prizes on offer for having a cool name, though Royston Meah would walk away with them all if there were! Nonetheless he's listed the full set of passwords for Capcom's Mickey Mouse, from which we've printed a selection:

Stage Five: RACE
Stage Ten: DOLL
Stage 15: ZERO
Stage 20: UNIT
Stage 25: JAZZ
Stage 28: GIFT

RAGING FIGHTER

There is an element of cool attached to this one-on-one beat 'em up from Konami. Apparently the game is something of a smash in Japan - but you can't believe everything you here. Pitting characters against themselves always makes life fair if not that much more interesting and is achieved just so: At the title screen press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT and B. Once the cheat is effective it is possible to change the shade of the fighters by pressing the A or B button.

BOULDER DASH

Well, it's a tough choice between David Powell's Zelda cheat and Andrew Densley's prolific offerings for the prize this month, but it looks like grand-master Densley is the lucky one. Sorry David, but Andrew's letter is so unashamedly full of praise for NMS and Konami that he clinched the deal. His first offering is a list of codes for Boulder Dash:

Level 2-1: 635870
Level 3-1: 840137
Level 4-1: 840967
Level 5-1: 225378
Level 6-1: 752053
Level 7-1: 423480
Level 8-1: 457397
Level 9-1: 432579
Level 10-1: 864111
Level 12-1: 532375

GRADIUS

Yes it's an old game. J S Ruppertstraat's cheat is doubtless getting on a bit too, but with NES's now available for the giveaway price of £30 we suggest that everyone snap up one of these machines and grab a copy of Gradius while you're at it! Netherlands born JS reminds us that pressing DOWN, UP, B, A, B, A, B, A, B, A on the GAME OVER screen allows the Vic Viper to continue its mission.

JURASSIC PARK

Andrew Densley read about the offer of the Konami games and immediately wrote in with his cheat for Ocean's Jurassic Park. Andrew we're sorry you haven't won anything but thanks for this tip all the same: Take Dr Grant behind a wall so he is hidden from view. Now keep Grant walking until a noise sounds and the lives meter starts to flash. This means Grant has received an extra life. also, when fighting the T-Rex allow the beast to touch Grant then have the man cower in the top right-hand corner of the screen. Grant is safe from attack here. One thing though Andrew - what wall?

MISSION IMPOSSIBLE

Never has a game's title been so fitting as with Mission Impossible. This game is tough! Thankfully Andrew Densley is the supplier of these passcodes to the later stages of the game:

Level Two: HMPR
Level Three: KMVW
Level Four: XDGJ
Level Five: TVJL
Level Six: QBYZ

DUCK TALES

With the release of Duck Tales II players might want to revitalise their copies of the original with Ryan Coady's cheat for a bonus game. Whenever Scrooge encounters Launchpad McQuack and the fifth digit of his score is a seven Scrooge is transported to the bonus round!

ELITE

NES Elite owners rejoice, for you are in possession of the best version of Elite in existence! What's more Daniel Pressley from Peterborough has discovered an ingenious method of obtaining a very healthy bank account. At the start of the game head for the first space station. Go to the 'Stored Commander' option and enter a name - ie Keith. Press down to select a blank position where it shows a row of 'B's. Now select 'Current Position' and 'Spanner' to receive lots of money. Select Status display and notice how, quite unbelievably, it reads 'Elite' - though you are recorded as a fugitive! However this unfortunate legal status is easily lost by leaving the station and ejecting from the ship using an escape module. Once returned to the space station you still have lots of money but the slate is wiped clean of any misdeeds.

TOURNAMENT FIGHTERS

A PLAYER'S GUIDE PART I

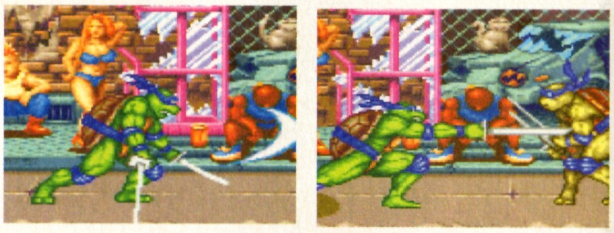
When the Konami team focus all their attention on producing a quality one-on-one beat 'em up they don't hold anything back. Proof is evident in their wildly creative 'Ultimate Force' - a coin-op featuring magical characters who use their power to transform into various beasts - and, of course, Tournament Fighters on the Super NES! NMS are constantly finding more reasons to praise this quality title and, for both your sakes and yours, we present this invaluable player's guide to the game. Seriously, the kind of knowledge passed on within these pages is guaranteed to make anyone a master of every character in the tournament and help players appreciate their prize possession - the Tournament Fighters cart - even more.

LEONARDO

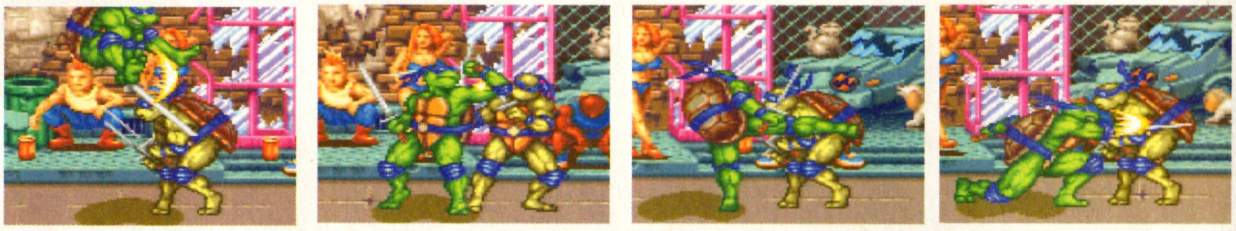
Katana Blades are Leo's favoured weapons. Though he is not the most effective warrior - that accolade goes to Raphael - his defensive tactics are outstanding. Distancing adversaries whilst looking for his opportunity is Leo's foremost technique.

1P
VS
2P
LEO
LEO

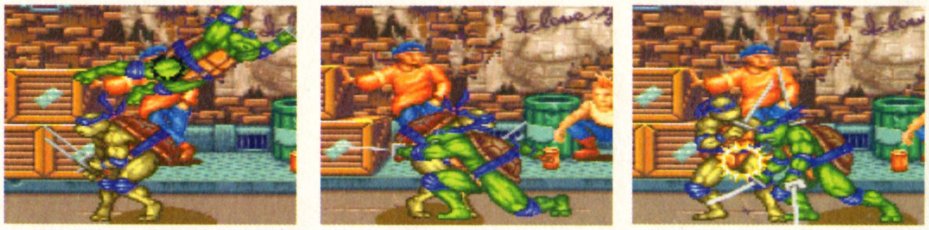
Two hit Cutter combo: Before enforcing this combo have Leo back his opponent into the far edge of the screen. Now he attacks with a Slow *Fighting Cutter* followed by a fierce punch.



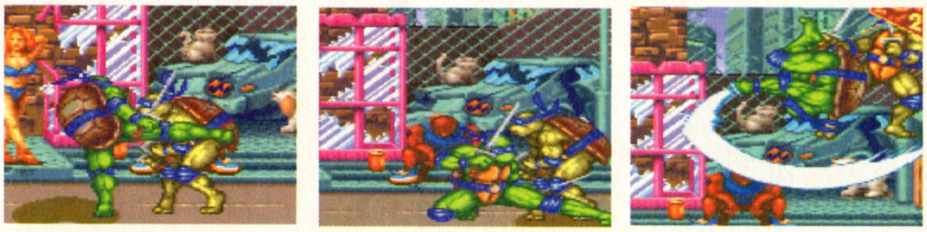
Four hit basic: Leo leaps toward his opponent with a heavy punch, strikes with standing light punch upon landing and immediately follows with a light kick. The combo finishes with a crouching light punch.



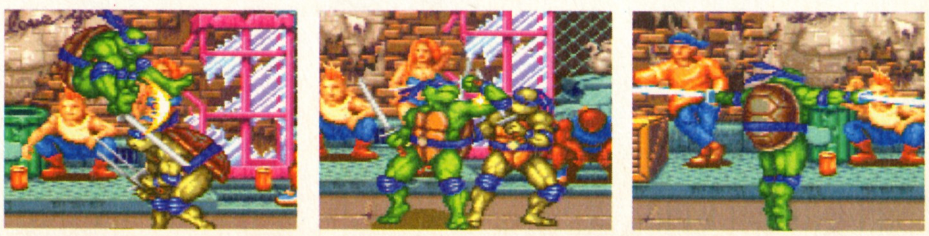
Splash cross-up three hit combo: Using Leo's splash to 'cross-up' his opponent follow this up with a low punch and finish with a Fighting Cutter.



Moonsault Blade three hit combo: The combo begins as Leo jumps toward his opponent with a fierce kick. Once landed he crouches and light-kicks rounding the combo off nicely with a



Endless Screw three hit combo: Again with an opponent backed into a corner Leo jumps in with a fierce punch, lands with a standing fierce punch emerging from this with an endless screw. remember



GLOSSARY OF TERMS

Light/ Fierce: Simply refers to the weakest and strongest punch or kick a fighter delivers.

Splash: We've used this term to describe the 'belly-flop' type move performed by all the turtles.

The Cross-Up: This is the term used to describe the technique of catching an opponent at the back of the head with an overhead attack. Fighters on the receiving end of a cross-up are denied the time to turn and block the attack; hence leaving themselves open to any combination of moves the agressor feels free to employ.

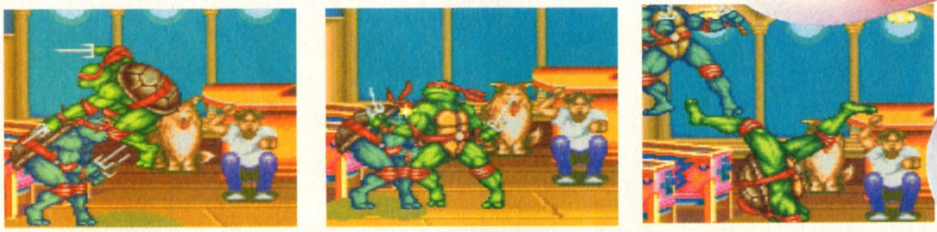
Combo: Is the abbreviated term for a combination of moves performed in rapid succession. A 'combo' *doesn't* count if the recipient is able to block the attack mid-way through the battery of techniques!

RAPHAEL

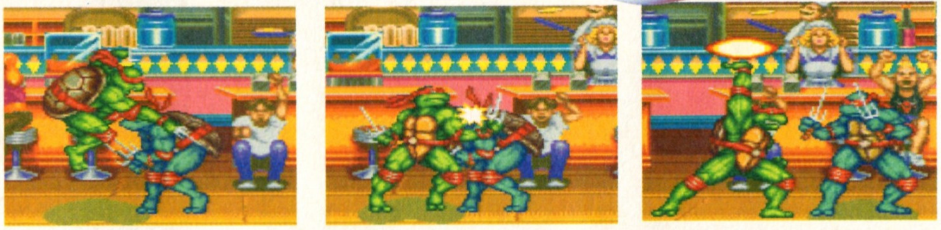
Raphael's Sai prove themselves as the most damaging tools when in his mutant hands. He is the hardest Turtle of all and is proficient in both offence and defence. Raph's profound combo abilities take time to master but once learned are unstoppable.

1P
VS
2P
RAPH

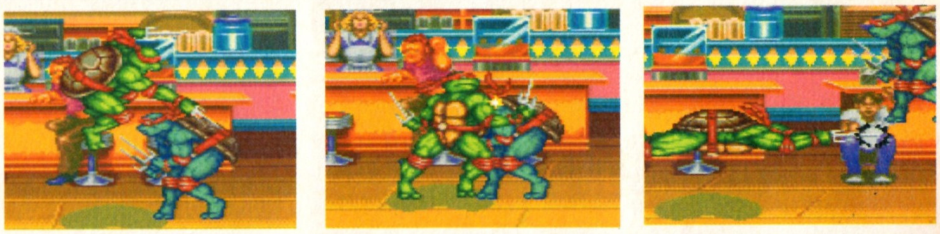
Chest buster three hit dizzy/ re-dizzy combo: Raph leaps in with a fierce punch, lands with a standing fierce-punch and finishes with Chest Buster. Like the five hit re-dizzy combo repetition of this combo re-dizzies opponents and is inescapable once the deadly cycle is begun!



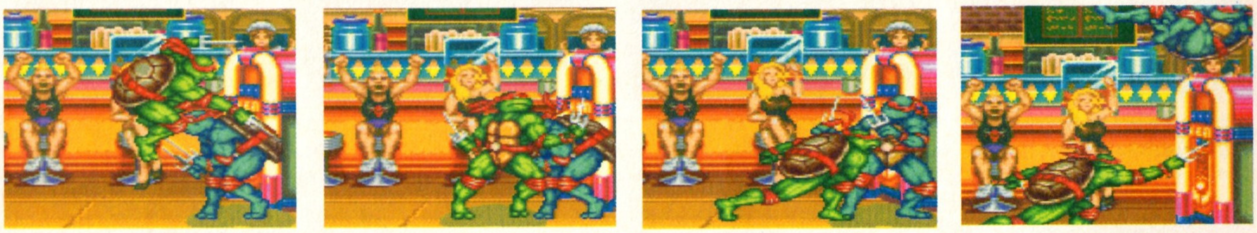
Jamboree three hit combo: Firstly Raph jumps onto his opponent with a fierce punch, executes a standing fierce punch upon landing and finishes with a fierce Jamboree.



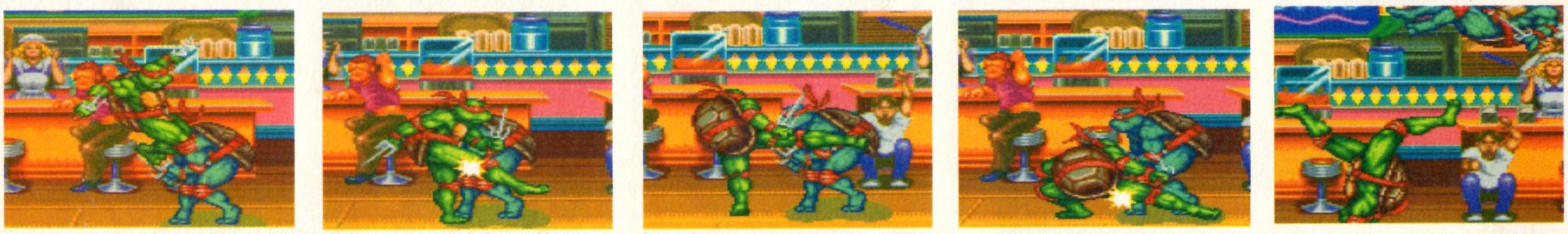
Power Drill three hit combo: A flying fierce-punch is followed by a standing fierce-punch and is wrapped up with a swift Power Drill.



Jamboree four-hit re-dizzy combo: The first of Raphael's combo attacks dizzies the other fighter. By repeating the move again - Jump fierce punch, standing fierce punch, Jamboree - and adding a final standing fierce punch the defenceless



Chest Buster five hit dizzy/ re-dizzy combo: To our knowledge Raph is the only turtle to utilise effective dizzy/ re-dizzy combos. The first follows this pattern: Have Raph jump toward his opponent with a light kick, when he lands execute two standing light kicks. Immediately Raph crouches to light kick, all the while charging a Chest Buster to finish. This combo dizzies and, once repeated, re-dizzies his challenger!



EXCLUSIVE TOURNAMENT FIGHTER CHEATS

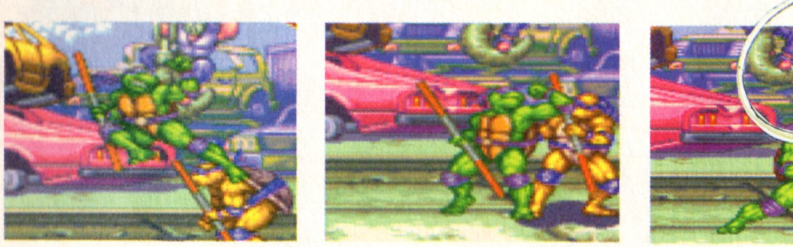
Before he left (!) our man at Konami, Marc Powell, provided NMS with three cheats for Tournament Fighters. So now there are four incredible cheats for this game; all of which are accessed from the title screen and all require inputting from the second control pad.

Ten credits in story mode: B, B, B, A, A, A, X, X, X, X, X, X, X.
Select final two stages for use in vs battles: L, R, L, R, L, R, A
Special attack in story mode: UP, LEFT, DOWN, RIGHT, X, Y, B, A, X, Y, B, A, X.

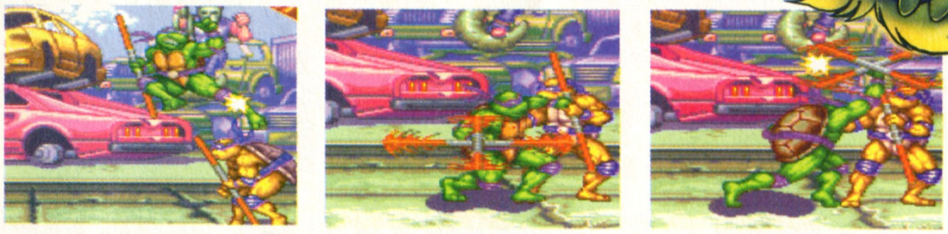
DONATELLO

Quite possibly the weakest Turtle, players require a thorough knowledge of Donatello's techniques to stand a chance against other fighters. He is not entirely restricted, however, and his fierce bo attack is a powerful addition to his repertoire.

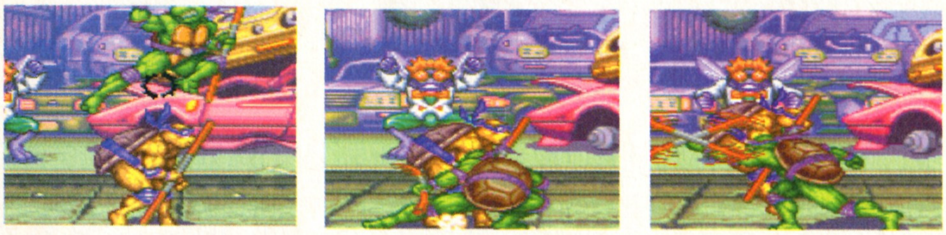
Lightning Bo three hit combo: A jumping fierce punch is followed by a standing light punch with a Lightning Bo to finish.

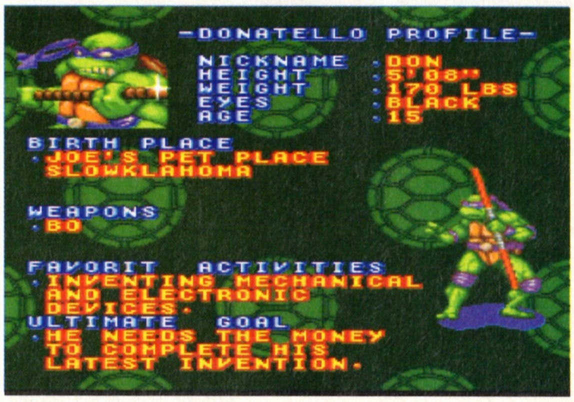


Three hit bo combo: A jumping fierce kick is followed by a standing fierce punch. As the bo twirls in Don's hand it score two hits.



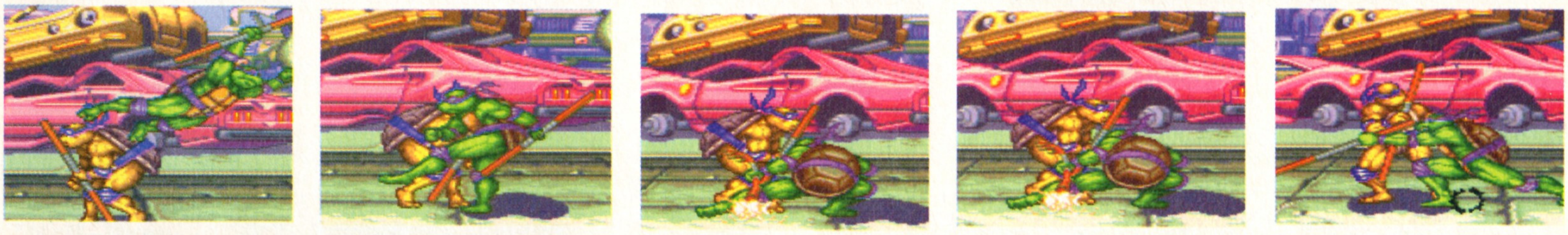
Cross-up three hit combo: Use a flying fierce kick to 'cross-up' his opponent Don lands with a crouching light kick then stands to throw a fierce punch.



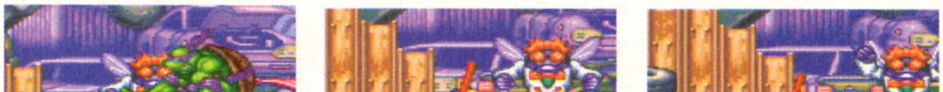


-DONATELLO PROFILE-
NICKNAME :DON
HEIGHT :5'08"
WEIGHT :170 LBS
EYES :BLACK
AGE :15
BIRTH PLACE
:JOE'S PET PLACE
SLOWKLAHOMA
WEAPONS
:BO
FAVORIT ACTIVITIES
:INVENTING MECHANICAL
AND ELECTRONIC
DEVICES.
ULTIMATE GOAL
:HE NEEDS THE MONEY
TO COMPLETE HIS
LATEST INVENTION.

Splash cross-up five hit combo: First have Don 'cross-up' his opponent with a splash, follow this with a standing light punch, a standing light kick; a crouching light kick and, finally, a Ground Claw.



Ground Claw three hit combo: Once more Don leaps into the fray with a flying fierce kick, crouches upon making contact to execute a light kick and rounds things up with a fierce Ground Claw.

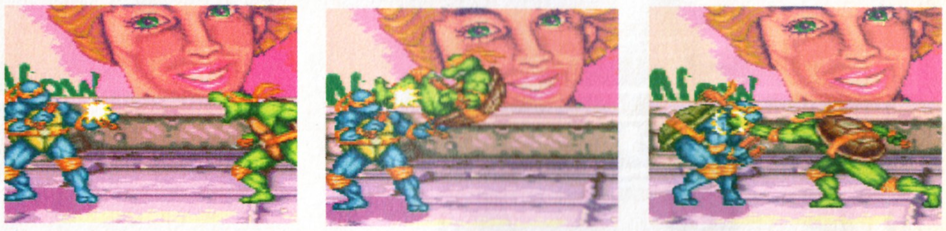


MICHAELANGELO

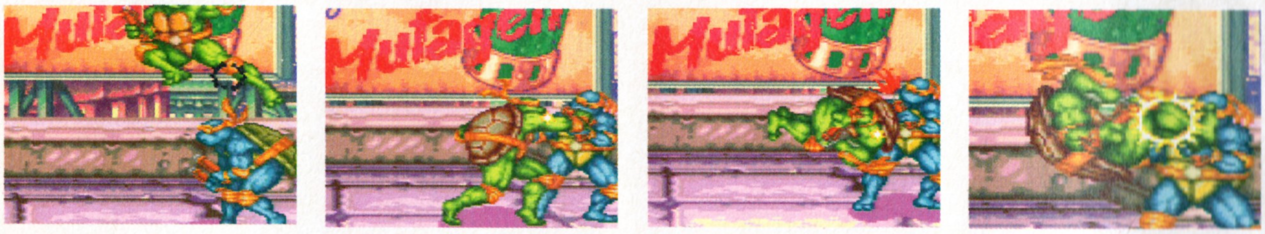
Like Ryu and Ken in Street Fighter II it is difficult to separate Mikey and Raph in terms of proficiency. Though Raph's attacks are difficult to escape, Mikey is swift and able to confuse. Yet it is Mikey's defensive tactics that even the balance between he and Raph in the end.

1P
VS
2P
DON
DON

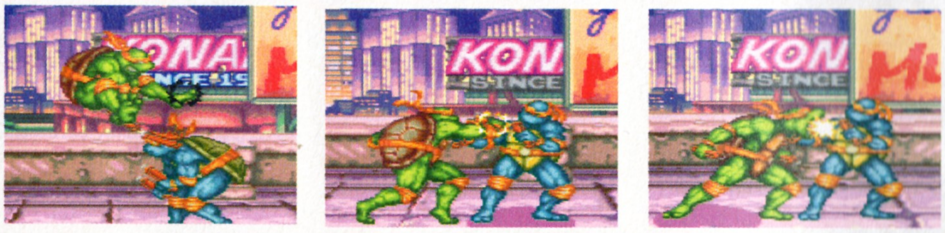
Slow-mo Dragon Breath/ Rolling Attack combo: Once an opponent is dizzy Mikey is able to monopolise upon his good fortune with this slow-moving but infinitely frustrating combination: A light Dragon Breath is timely followed with a slow Rolling Attack and finishes with a standing fierce punch.



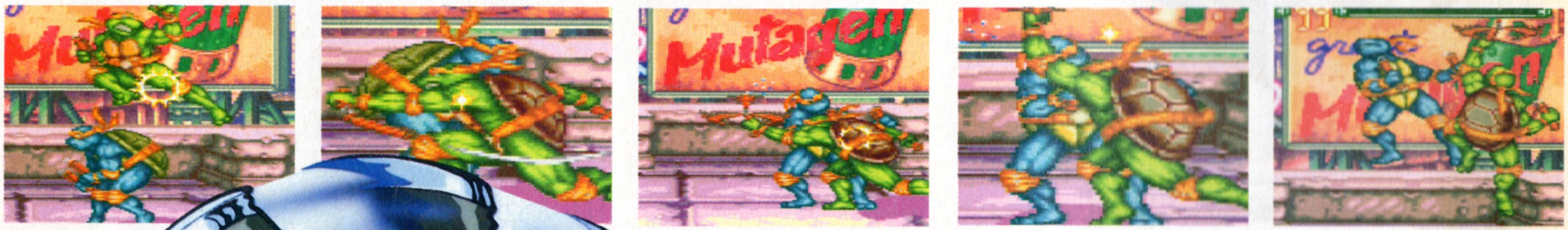
EIGHT BIT COMBO: As you might imagine this combo tears strips off the recipient's energy reserve! A jumping fierce kick is followed by a standing light punch and a speedy Rolling Attack. Not surprisingly this combo dizzies Mikey's adversaries and repetition of the sequence causes a re-dizzy.



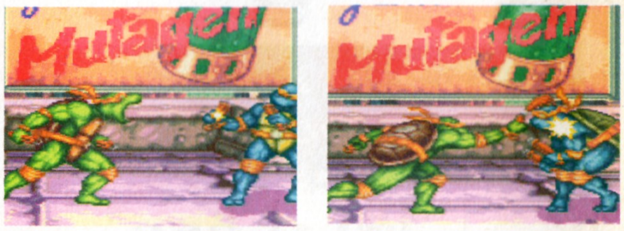
Dragon Breath three hit combo: A jumping fierce kick is followed by a standing light punch and the combo culminates with a blast of Mikey's Dragon Breath



Rising Thunder five hit combo: Mikey 'crosses-up' his opponent with a jumping fierce kick, lands to crouch and deliver a light punch and concludes with a Rising Thunder which counts for three hits.



Dragon Breath two hit combo: Though simple this combo effectively clears the way for more devastating techniques: A fierce blast of Dragon Breath is followed by a standing fierce punch - a smack around the chops with Mikey's nunchakas!

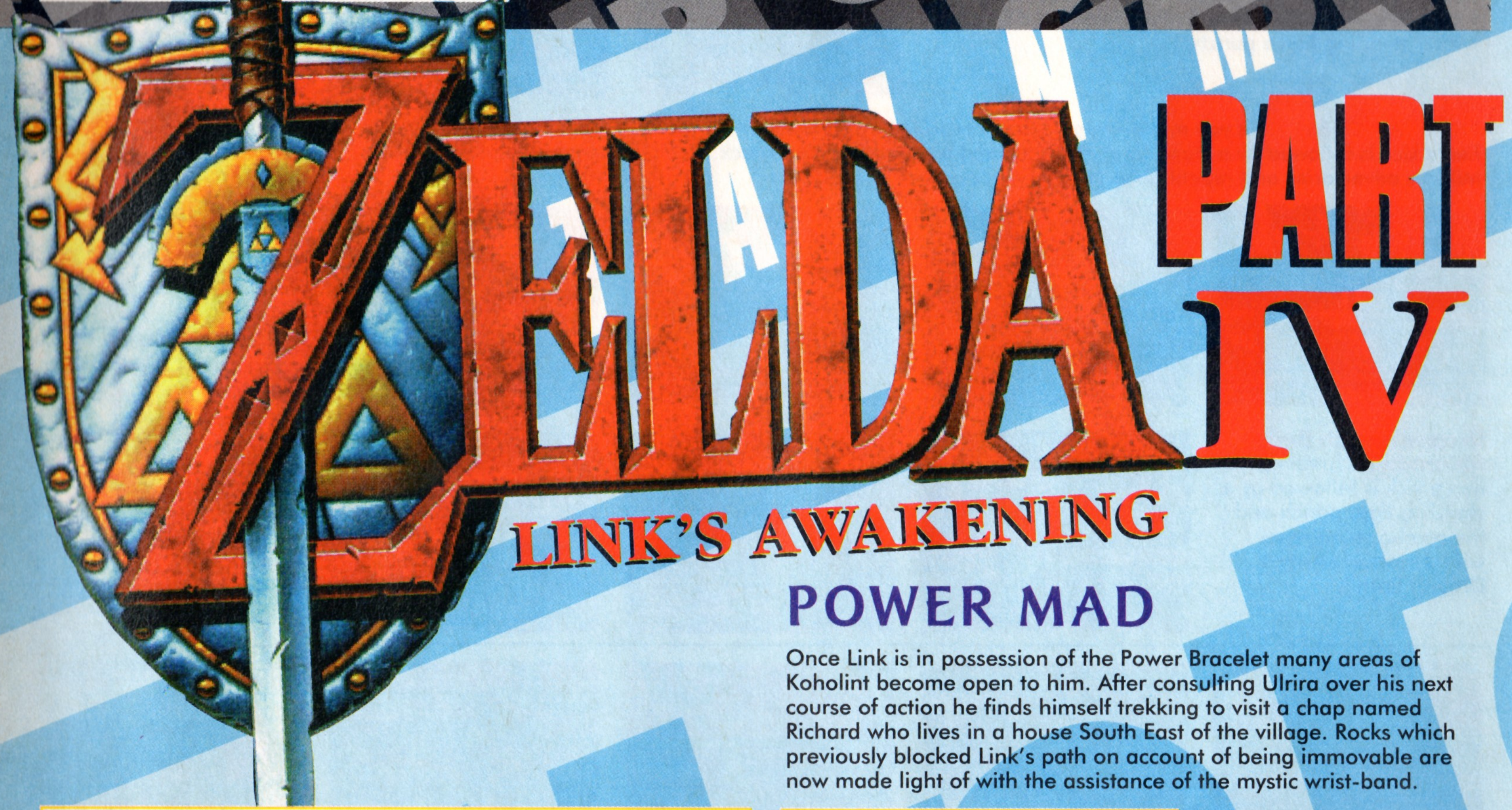


NEXT MONTH...

We are currently haranguing Konami for the codes which allow players to control the last two bosses - we've seen pictures; they do exist! Whatever the outcome, next month's concluding part to this guide is unmissable.

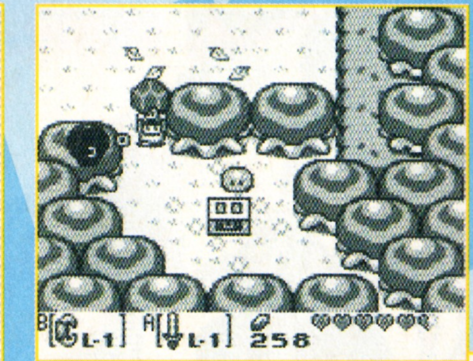
THE LEGEND OF
ZELDA™
LINK'S AWAKENING
© 1993 Nintendo

The NMS guide to Game Boy Zelda nears the half-way mark as Link enjoys the advantages of a power bracelet. His happy exploitation of this amulet gains him access to the third dungeon, wherein his struggle to free the Wind Fish becomes significantly more difficult. Anyway, on with the guide that, this month, is brought to you by our resident tip-meisters Paul Davies and Gary Harrod, not forgetting the assistance of Martin Mathers who was most useful too...

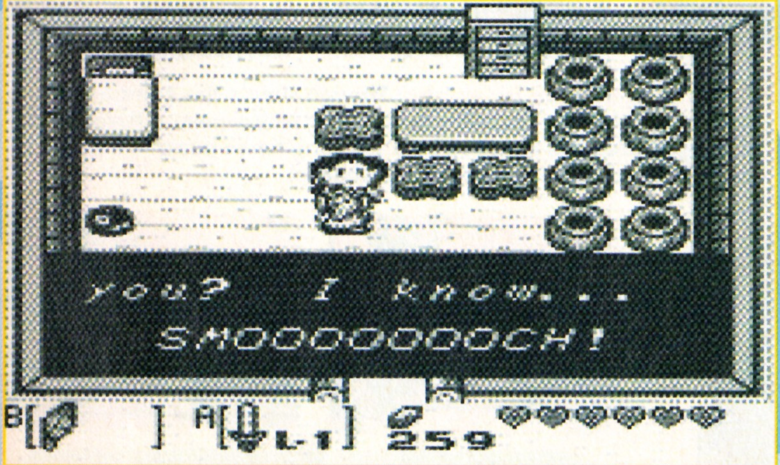


POWER MAD

Once Link is in possession of the Power Bracelet many areas of Koholint become open to him. After consulting Ulrira over his next course of action he finds himself trekking to visit a chap named Richard who lives in a house South East of the village. Rocks which previously blocked Link's path on account of being immovable are now made light of with the assistance of the mystic wrist-band.



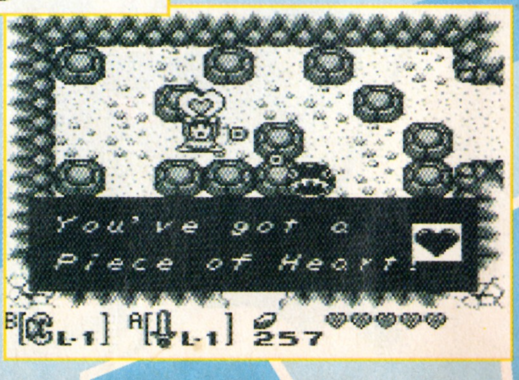
Skullduggery: The path leading to the witch's hut that cuts through the forest does so via a cave, inside of which lies a piece of heart. Those problematic heavy skulls are no obstacle to Link now as he effortlessly claims his prize.



you? I know...
SMOOOOOOOOCH!

MISS KISS

@BOXTEXT:Before Link does anything else he leads the exhausted Bow-Wow back to his owner, Miss Meow Meow. So grateful for Link's help, the happy woman plants a kiss on Link's cheek. Link wonders what he might have received had Miss Meow Meow been the owner of a slightly larger animal?



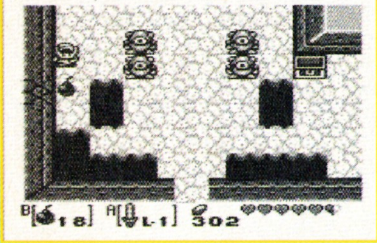
You've got a
Piece of Heart!

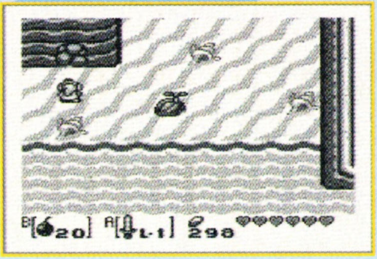
Tree trunks and a treasure chest: Journeying through the forest Link finds a treasure chest trapped behind a rock. Of course this kind of obstacle is no problem to him now.

FUN WITH EXPLOSIVES

Before Link tackles the third dungeon he is advised to acquire some skill in the handling of bombs. Besides such training is not without its more immediate rewards:

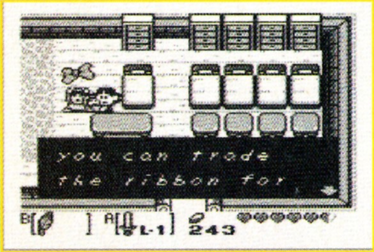
Moldorm revisited: Of course Moldorm is long since departed from Tail Cave and his halls are completely emptied but there is one place Link cannot reach without the aid of a bomb. It is a single room containing a sea-shell. Check Link's map of the dungeon, it isn't hard to locate.



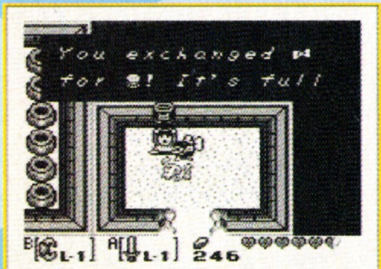


Beach Blast: Just as an example of what to look out for, there is a cave situated on the beach. However the entrance is blocked by rubble. No matter, a bomb is all that's needed to clear the debris. Though the cave appears to hide nothing this location becomes very important later in the game. Other such hideaways are found in the same manner, and all it takes to find them is a keen eye.

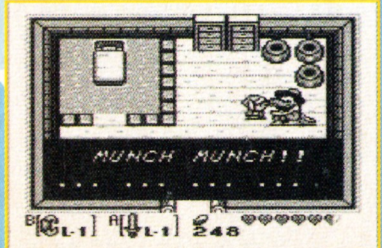
EXCHANGE RATES


you can trade the ribbon for

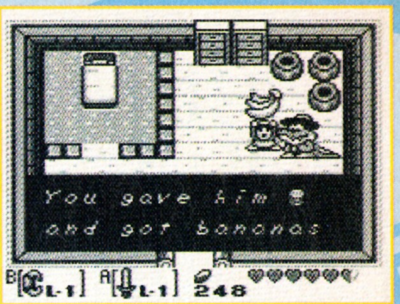
Dolly:
Gaining access to the Key cavern requires a chain-reaction of exchanges to take place. Upon visiting the quadruplets' house in Mabe village their mother dictates how life might improve if her youngest were presented with a 'Yoshi Doll'. Link searches for the doll and discovers one for sale at a novelty shop in the village. In offering this to the quadruplets' mother Link is rewarded with a hair bow.


You exchanged for ! It's full!

Barking Meater:
The adjoining building to the quadruplets' house is a luxury kennel of sorts. Inside is a tiny variant of the ferocious Bow Wow but whose temperament is quite different. All this animal wants is to look pretty and believes it can achieve this with the right accessories: The bow Link has just received from is ideal. In return for the bow the miniature mutt offers a can of meat. A strange exchange but essential nonetheless.

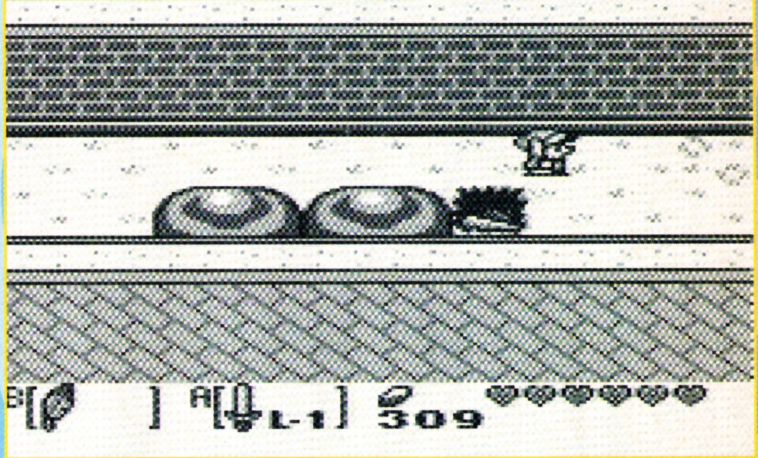

MUNCH MUNCH!!
... ...

Link - Meat Croc:
Koholint's beachhead is home to a breed of animal usually associated with swamps - a dirty great crocodile. Still he's friendly enough and is willing to swap a bunch of his prize bananas for the tin of food in Link' possession.

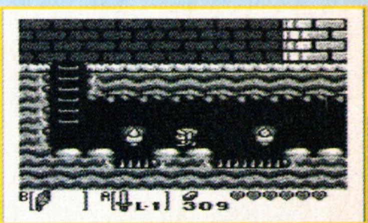

You gave him and got bananas

Banana Bridge: When Link is asked to retrieve the five leaves for Prince Richard he might find this task impossible were it not for the bananas. This is because Kiki the monkey and friends are required to build a bridge for Link and do so in response to the call of the yellow fruit. Once he bridge is built Link stumbles across a stick lying upon the newly laid structure. For now, at least, the stick is not important.

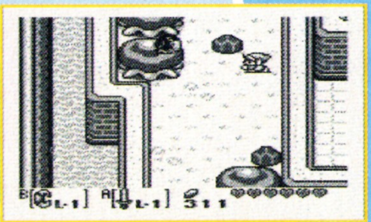
FRAUGHT FOLIAGE FINDER IN FALLEN ROYALTY SHOCK!



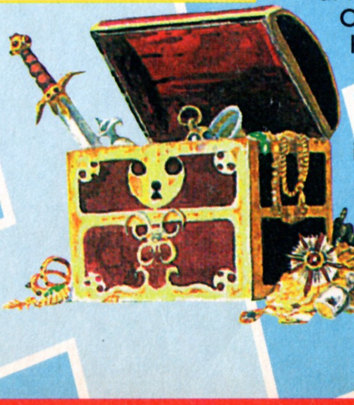
Richard's humble abode belies his royal heritage. After being ostracised from the palace, by his servants no less, the desperate prince offers Link assistance in return for the safe return of five special leaves. These are hidden in and around the palace:



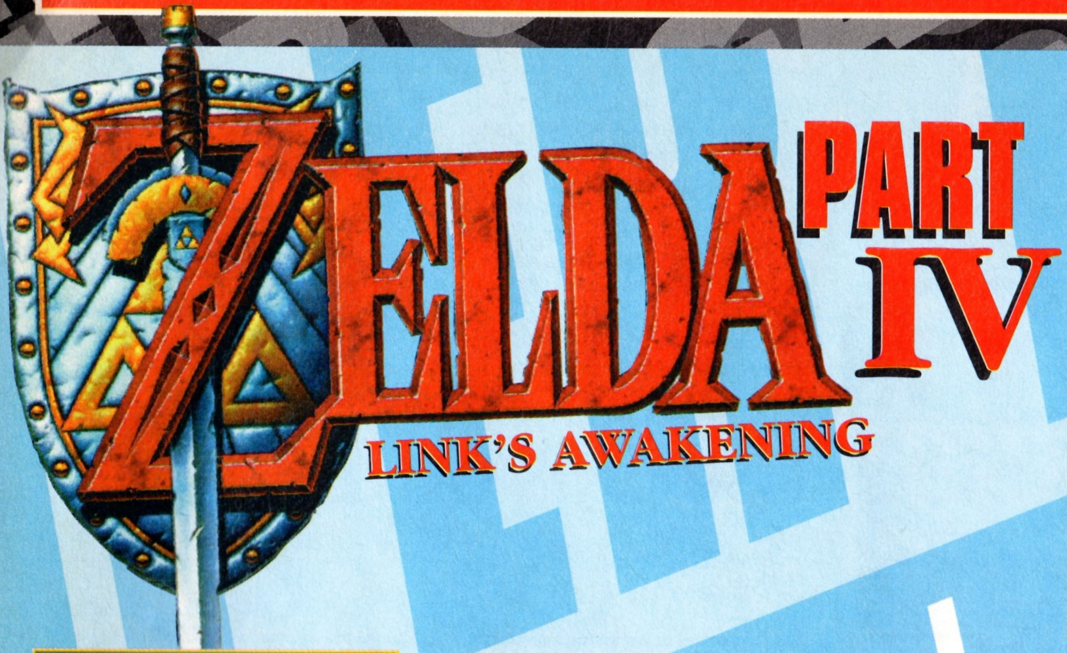
Underground terror: A creature tossing bombs from various holes in the ground is Link's first target; smacking it about until it relinquishes its hold on the first leaf.

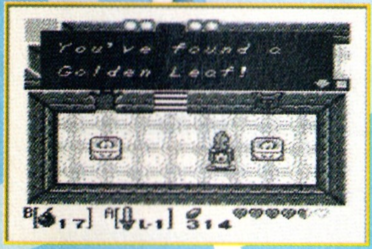


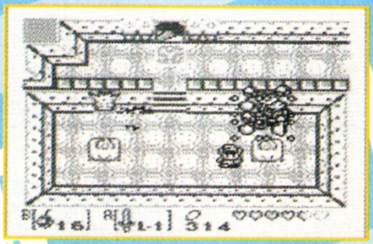
Rockin' Raven: Ulrira, being cryptic as ever, hints that a raven is the keeper of the most elusive leaf, and so it is. Perched in a tree the bird is indifferent to Links' efforts of bird scaring until the little lad gathers a nearby rock and launches it at the black bird's brains! Once the bird is airborne have Link swipe at it with his sword for the kill.



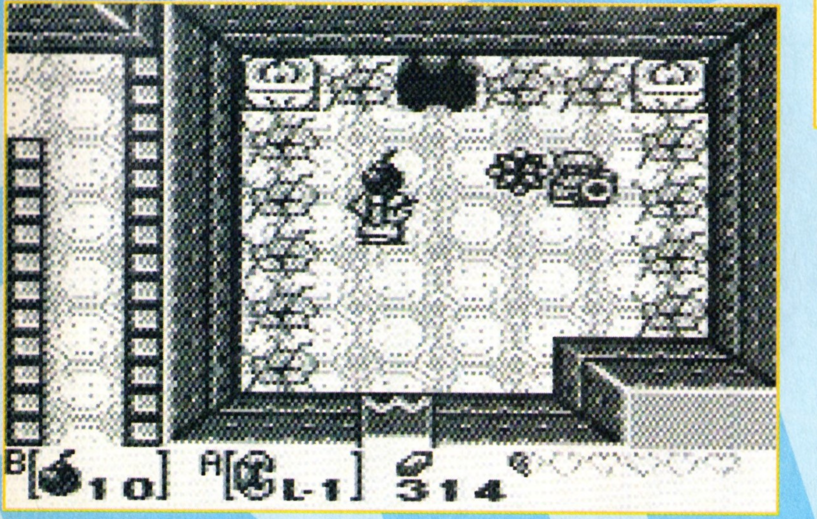
Hack 'n' Slash: Once inside the palace Link dutifully massacres a few guards and blob-like creatures to receive the third leaf.



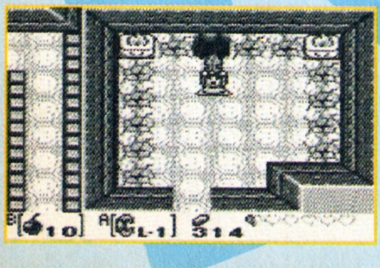

You've found a Golden Leaf!



Shake Awake:
Deeper into the palace there is a sunken room patrolled by a fuzzball. This robust enemy is not Link's concern, though he is wise to avoid it. There are shapes etched into the wall which release palace guards, of which there are two. Placing bombs in front of the walls sets the guards free. Killing them rewards Link with the fourth leaf.

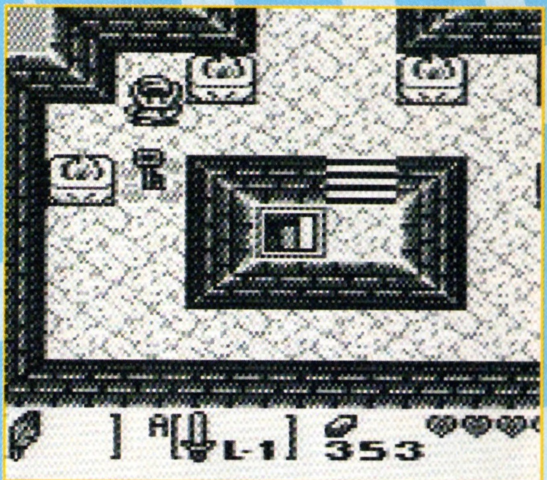


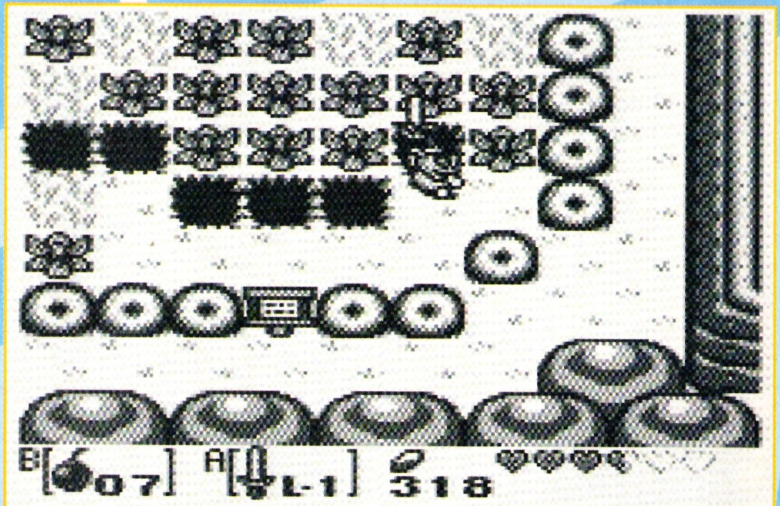
No More Mr Mace Guy:
Finally Link finds himself face to face with a mace wielding nasty type. Once again it is Link's stash of bombs that are best used to deal with the monster. The fifth leaf is only a few blasts away.



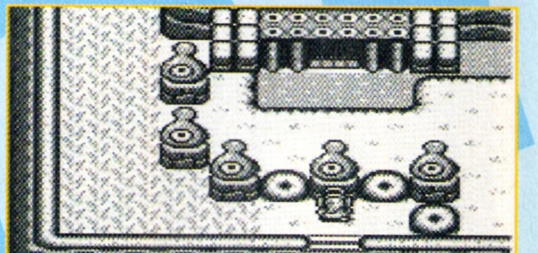
Note (i):
If Link cannot find a way into the palace grounds he is doubtless ignorant of the stairway that hides beneath a bush. See the picture for reference.

Note (ii): If Link cannot find his way out of the palace grounds it is likely that he has missed the pressure pad located inside the building. Again, see the picture for reference.

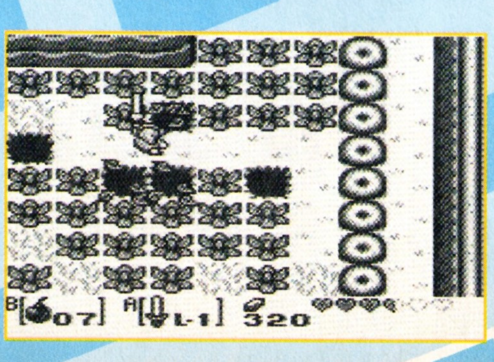




POT-HOLING

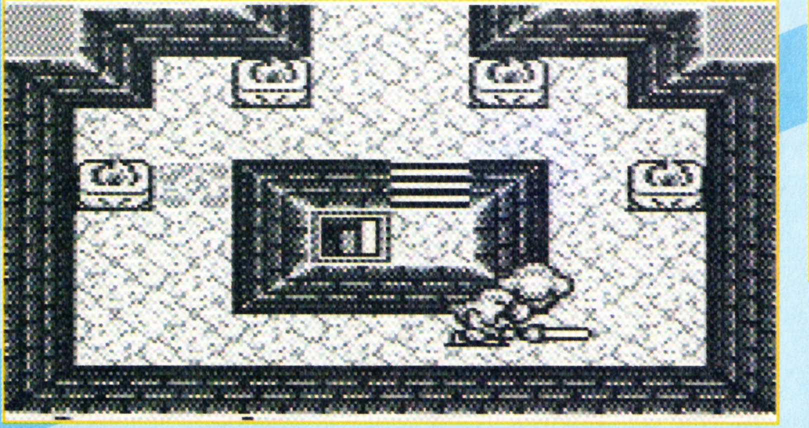


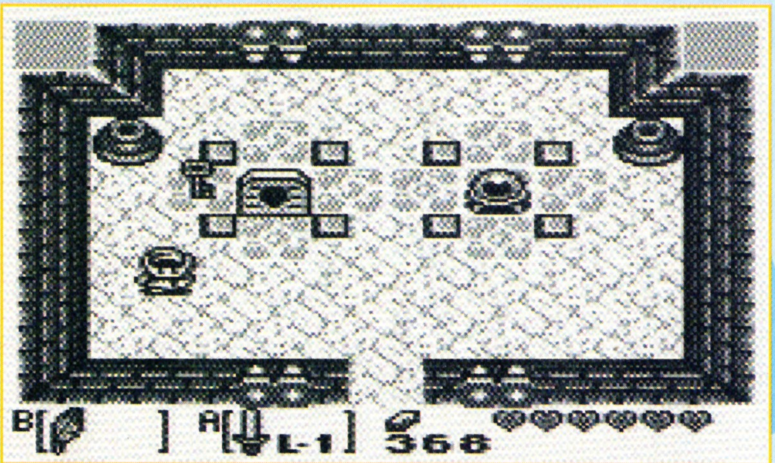
Naturally Richard is happy about the safe return of his leafs - perhaps he can make a head-dress out of them? Who cares! All Link needs to know is where the Slime Key is hidden and Richard duly stands aside to reveal a staircase. This leads to Pothole Field where Link hacks a path through the undergrowth to reach one of the many prophetic owls of Koholint. 'IN SOIL SLEEPS SECRETS, BENEATH YOUR SOLES' says he, hinting that Link is to dig the patch of earth before him to find what he is looking for.

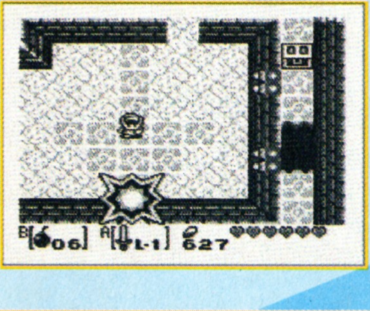


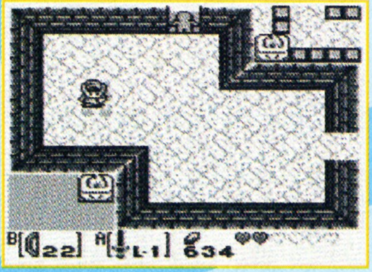
KEY CAVERN

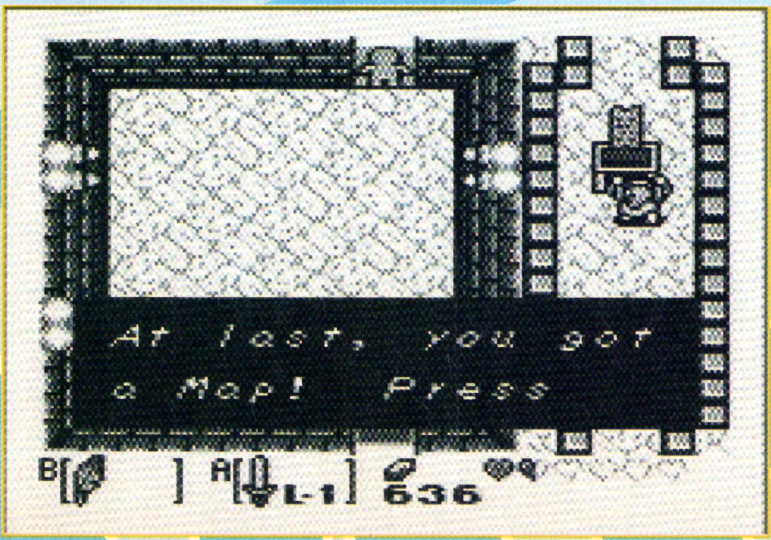
The roof of Key Cavern is of immediate interest to Link as he discovers yet another sea-shell buried upon it. Once retrieved it's down to more pressing business:



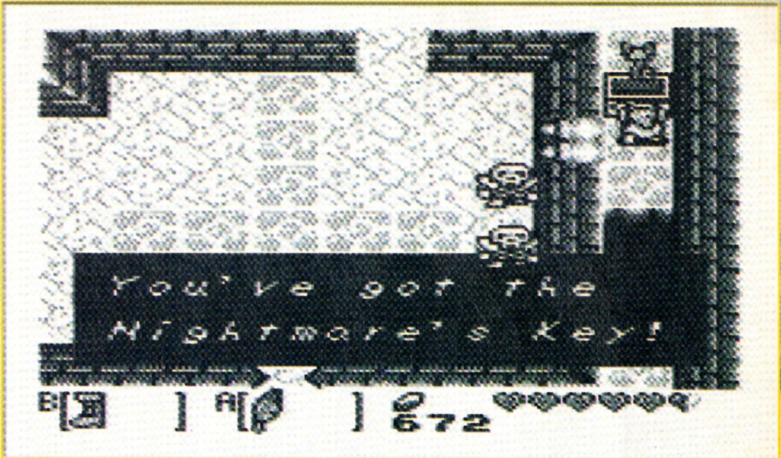








At last, you got a Map! Press



You've got the Nightmare's Key!

KEY FEATURES

Moving Floors:
Rooms with distorted-looking floor surfaces are desperately annoying for both careful positioning of Link and the collection of the small keys that fall from the ceiling. Whatever the situation examine the direction of the floor before committing Link to anything.

Teleporting Terrors:
It's a good job Link wears a hat otherwise he'd find himself tearing his hair out over frustration with these monsters. Should Link try to strike at the creatures with his sword they disappear and materialise again at a safe distance. There are three ways of dealing with them: The first is with bombs, though this involves careful timing. Alternatively Link's archery skills pay off quite nicely. The last and most effective method of dealing with the elusive animals is to employ the Pegasus Boots, however these are hidden somewhere within the Key Cavern.

Brittle Stones:
Conical stones block Link's path in some places, preventing Link from triggering some significant routines. These stones shatter but only under the duress of a high-speed sword attack from Link and his Pegasus Boots.

Bomb Animals: There are two variants on the explosive animal theme in Key Cavern:

Reckless:
The first encountered are those which crash around the room when struck by Link's sword. Avoiding contact with them before they explode requires Link to take cover behind a wall.

Time-bomb:
Once triggered from an attack the time-bomb variety follow in Links foot steps before counting down from three to one and exploding. To ensure he does not sustain any damage Link strokes them away at the very last second.

Stomach Upset:
Huge black worms in Key Cavern are destroyed by having Link feed them live bombs. Once swallowed by the beasts the bombs duly explode and, after three or four explosive eats each, finish the creatures.

ZELDA PART IV

LINK'S AWAKENING

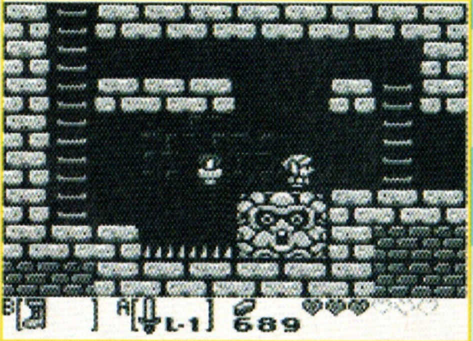
CASCADING KEYS

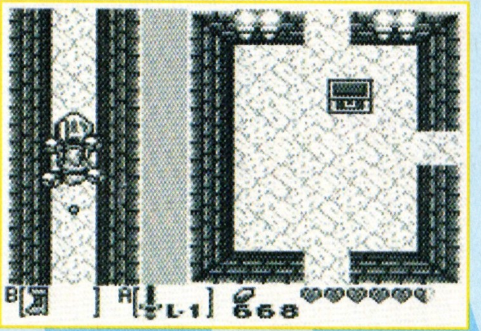
The secret to progression throughout Key Cavern is the collection of many keys. Hence the name. Most are rewarded for the demise of enemy groups, then used to tackle the many key-blocks and small doors.

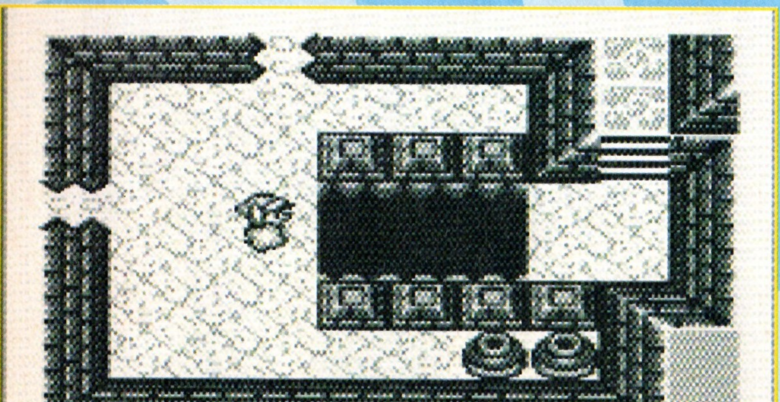
PEGASUS BOOTS

Link is stopped in his tracks until he discovers the pegasus boots. With these he is able to leap across the gaping chasm in the east sector and claim the Nightmare Key. Other abilities provided by the boots include:

Dashing Sword: With his sword held before him, it is this technique that is employed to break stones and create paths through some brittle walls.







NEXT MONTH...

Link tackles the Angler Fish...

So there you have it, another healthy dosage of Nintendo Help System. Take twice daily, don't get it in your eyes and always consult your GP if symptoms persist. May we just take this opportunity to thank all those who phoned in to have a bit of a chat and that with Paul last issue. This month we've got something a bit special lined up: on Monday February 28 between 12 noon and 1pm we want you to phone Andy up and tell him a joke. Don't say who you are or why you're calling. Just ask for Andy McVittie on NMS, and when he comes on the phone just tell him your joke. He won't have read this, so he won't know it's coming - and it's really going to wind him up. Anyway, once you've told your joke make sure he writes down your name and address - but don't tell him why. (After Joker's Hour we'll choose one winner and send them a free game, but anyone who tells Andy that gets disqualified). Got the idea? Get a gag, make a note in your diary and give Mad McVittie a call! Another fine NMS wind-up. What **will** we think of next?

Nintendo

GAME BOY™

HAND-HELD HEAVEN

pinball DREAMS

Brilliant - **Amazing** - **Lightning Fast** Pinball is back in fashion in a big way and for some it is the original and only true form of arcade entertainment.

The tables are awesome and the pressure intense as you try and try to beat the high score. Heralded as the only pinball game worth playing on the Game Boy, Pinball Dreams is the ultimate high speed thrill.

Nintendo
GAME BOY
pinball
DREAMS
100
50
GAMETEK

TESSERAE

"**Easy to play, but difficult to master**", Tesserae consists of a variety of mosaic tile patterns which have to be cleared by flipping one tile over another in a series of either vertical, horizontal or diagonal moves. Strategically plan your moves to find the fastest and easiest way to clear the board without flipping out.

Nintendo
GAME BOY
TESSERAE
GAMETEK

PROPHECY
VIKING CHILD

Take on the role of young Brian. Hack and slay your way past hundreds of weird and wonderful adversaries as you strive to track down and defeat the 8 bloodthirsty apprentices of Loki. Your quest will take you through 8 terrifying worlds which contain unknown villages, strange forests and boiling lava fields.

Numerous lethal traps are scattered around the terrain to thwart your foreseen quest.

Nintendo
GAME BOY
PROPHECY
VIKING CHILD
Nintendo
GAMETEK

the HUMANS

Take yourself back in time to the Stone Age where many a Neanderthal Nerd lived together in tribes.

Intelligence was bottom of the evolutionary list and boy did it show!!!
In a naive struggle against extinction, THE HUMANS had to work as a team to discover fire, weapons, the wheel and solve all number of problems in everyday life.

Finish the levels with as many of your tribesmen intact as is HUMAN-ly possible.

With Gametek's Humans the only missing link is you!!

Nintendo
GAME BOY
the HUMANS
GAMETEK
Nintendo

Original Nintendo Seal of Quality

GAMETEK

GAMETEK (UK) LIMITED,
5 Bath Road, Slough,
Berks, SL1 3UA.

Nintendo®, Game Boy™, the Nintendo Product Seals and other trademarks designated as TM are trademarks of Nintendo.

REVIEW

SUPER NINTENDO

ENTERTAINMENT SYSTEM

TETRIS
テトリス バトル外伝
武闘外伝
ひとりでバトル
ふたりでバトル
オプション

CART SPEC

- **BY:** BULLET PROOF
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** PUZZLE
- **CART SIZE:** 8 MEG

GAME INFO

- **PLAYERS:** 1
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Gets tough
- **CONTINUES:** N\A
- **RESPONSIVENESS:** Wierd
- **1ST DAY SCORE:** LEVEL FIVE
- **GAME ORIGIN:** The original Tetris concept with some weird bits chucked in for good measure.

CONTROLS

- **HOW TO PLAY:** Battle your opponent to be first to the good shapes and form lines, Tetrises as per usual. Lines with magic balls in them give the player the option to use spells on their opponent - the more balls collected the stronger the spell.

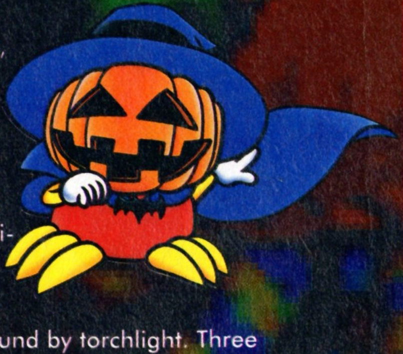
A	ROTATE CLOCKWISE
B	ROTATE ANTI-CLOCKWISE
X	NADA
Y	USE HAIR/RUN
L/R	L: NO FUNCTIONO R: NIL DE FUNCTIONES
S	START: STARTS/PAUSES SELECT: NIHIL

Just when you thought it was safe to go to bed of an evening without seeing block upon falling block as soon as you close your eyes, Tetris returns - and with enough weird new features to guarantee you at least a few more sleepless nights. This new game, Tetris Battle Gaiden, is similar in form to the two player battle mode of the original. Your objective to build and destroy lines on your side in order to mess your opponent's puzzle up, but this game has an added magic ingredient, and "magic' is the key word here. You see, some shapes contain magic crystals and the collection of one or more of these crystals endows the player with the ability to inflict untold amounts of damage on their opponent! As you can imagine, this makes for merry mayhem and Tetris tantrums of a grand order. In order to spare you, let's explain a bit about the game...

TRAGIC MAGIC

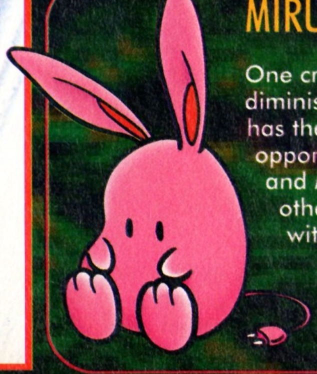
The magic in Tetris Battle Gaiden comes in a multitude of forms, some good, some bad and some devastating. It all depends on which character you're playing as and how many magic points you have amassed. Getting the magic crystals, though is no easy task as you must compete for the best shapes and only a few of them contain the special crystals. You can collect up to four crystals and access the magic by pressing UP on the D-Pad. There's a choice of eight characters, each possessing unique magical abilities. Let's go and meet them, why don't we?

HALLOWEEN



This pumpkin-head lives, as you might expect, in a spooky mansion. His spells are likewise of a creepy nature. One crystal burns away the bottom few blocks of his puzzle, lowering it significantly. Two darkens his opponent's side of the screen, leaving the poor chap to find his way around by torchlight. Three crystals sends a flurry of bats across to steal his opponent's crystals, whilst four causes an unearthly earthquake that fills the other side's puzzle full of holes. Grrr!

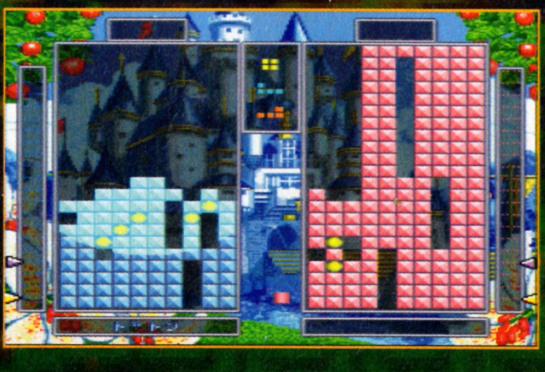
MIRURUN

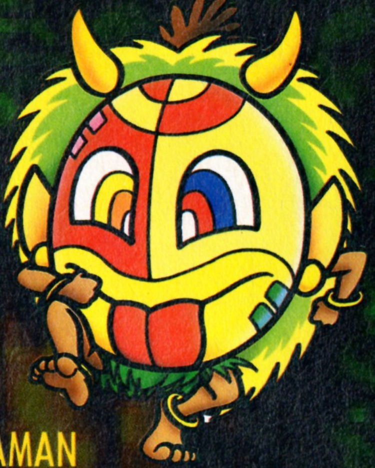


One crystal from this cute lil wabbit diminishes his puzzle by four lines. Two has the confusing effect of messing your opponent's controls up. Three crystals and Mirurun goes over to bounce the other fellow's puzzle up by four lines with four crystals rearranging the opponent's puzzle in such a way as to render it nigh on impossible to do anything with.

TRIS

LE GAIDEN



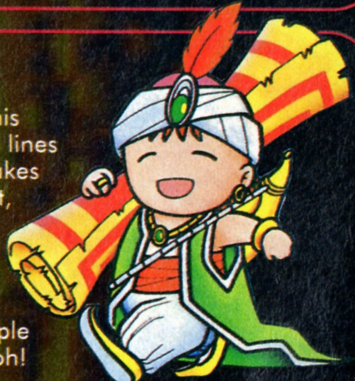


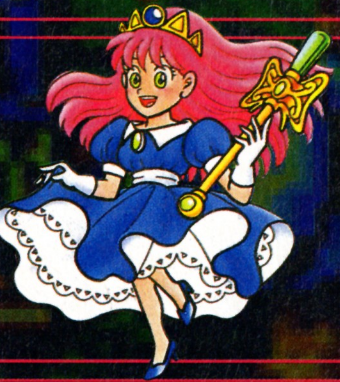
SHAMAN

Eez-a good this guy. Drop one of his magic crystals and watch his puzzle split down the middle. Two puts his opponent's pieces in a spin. Three crystals builds your opponent a lovely brick wall - how kind. Four casts a chaotic spell, messing up the other guy a treat!

ALADDIN

Unfashionable trousers are no hindrance to this Arabian knave. One blast from him sends two lines across to the other side, gratis. Two sort of makes this lightning appear which looks very nice but, er, doesn't seem to do that much. Three crystals will swap your puzzle with the other chap's - although this is not always an advantage. The big four sends two of Aladdin's minions across to place down a couple of big blocks in the position of your choice. Doh!



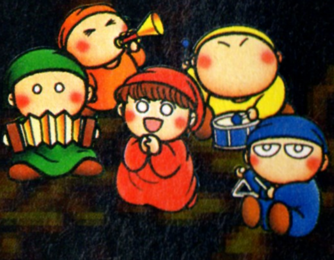


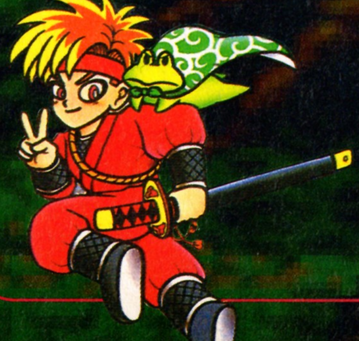
PRINCESS

The Princess' cute looks belie a heart of pure granite. One crystal lets her zap away three vertical lines. Two and she can swap the next block if she doesn't like it by pushing UP. Three crystals and the opponent can't twist again. Four swaps her puzzle with her opponent's - so be careful.

BIT

Not so much one character but five little ones. Soft on their own but hard as nails in a gang. One of their crystals rescues their puzzle by four lines. Two inflicts the same piece repeatedly on their opponent. Three has the all too common effect of messing up the other guy and four perform a similar effect - only more so!





NINJA

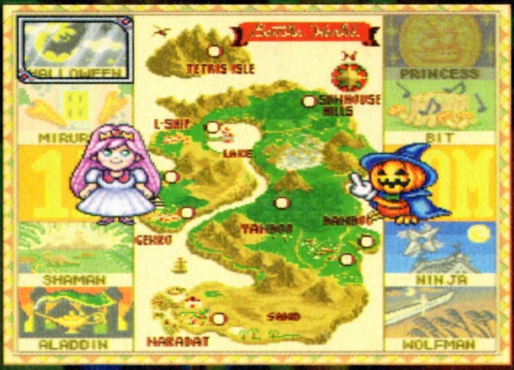
One crystal from this chap and his pet toad blows his own puzzle to one side. Two and his opponent's puzzle gets a bit mixed up. Three casts a spiders web trapping the other chaps pieces in its sticky grip. Four, though, is the most devastating - making your opponent's wall turn to stone. Eek!

TIM

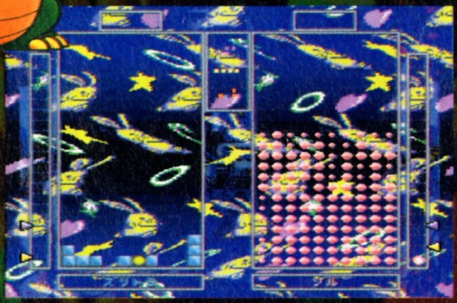
WOW! Here's a true successor to Tetris and a real sequel in every way. First thing to grab you about the game is how bold and brightly its presented because Bullet-Proof Software are rightly proud of the game they've created. What Battle Tetris does is take the original game and bolt on enough elements to present almost limitless possibilities. With just a few subtle changes to the basic game a whole new strategy is required, and playing Rensa mode with its exploding blocks requires a Mensa-sized brain to try and predict what's going to happen next. Like it's name suggest, Battle Tetris comes into its own with two players, but as a solo game you'll probably tire of it pretty quickly. Excellent stuff, but make sure you've got a pal who's eager to play.

WOLF-MAN

Not the chap from the Gladiators - this guy's even more intimidating. His first crystal has a miniature wolf legging it across the screen slicing the top four lines off. Two immobilises the opponent's DOWN button putting them on a go-slow. Every line your opponent scores reduces your puzzle similarly when three crystals are used. While four causes big chain reactions piling the lines on your unfortunate adversary.



▲ What's halloween doing with his finger? And what has the princess got to smile about? Puzzle games, eh!



IN THE MODE

It is possible for a person to weary of the constant spell casting involved in Tetris Battle. If this happens to you, fear not. For also included in this cart are two other versions of the game. Firstly there is a battle mode of the original , no-frills Tetris, no spells, nuffink. Secondly is a kind of variation on the main theme called - the Rensa mode. The spells are still active in this game but successful completion of one or more lines causes often huge chain reactions sending your puzzle cascading to the floor and your challenger's sky-high! We especially like this version.

ANDY

A couple of plays is all it takes to realise that Tetris Battle is no mere excuse to tag the name onto another average puzzler, but is indeed a worthy successor to the Tetris crown. This is because the programmers have done relatively little to the addictive original gameplay, so the game is as immediate to play as ever. Rather, with the addition of characters to play as and their devious magic spells they have built on the original concept resulting in a highly competitive puzzler that's big on laughs and bigger still on frustration - especially in the devilish Rensa mode. The only cause for complaint I have is that I found the magic tends to break up the pace of the game somewhat. This is only a minor point, though, and all told Tetris Battle is fine fun and worth a look for those of you who like puzzle games with a bit of spice.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	■	□
ACTION	■	■	□	□
CHALLENGE	■	■	■	□
REFLEXES	■	■	■	□
ORIGINALITY	□	□	□	□

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	□
WEEK	■	■	■	□
MONTH	■	□	□	□
YEAR	■	□	□	□

PRESENTATION 83

▲ Presentation screens are plain but clearly laid out. For some reason they're supposed to look like part of a book.

GRAPHICS 86

▲ The backgrounds vary depending on who you are playing, ranging from cute to moody. But are generally good.

SOUND 85

▲ The tunes range from the pretty good...

▼ ...To downright weird, again, depending on who you are playing.

PLAYABILITY 91

▲ Smooth and easily controllable. Nuff said.

▼ Like Tetris 2 the pieces have an annoying habit of slipping around before sticking. Magic

LASTABILITY 89

▲ Always a laugh in two-player mode. Plenty of challenge against the computer players.

▼ There's no password system and some computer opponents are rock!

OVERALL 90

A genuinely novel twist on the aging Tetris theme and a great sequel. We like it.

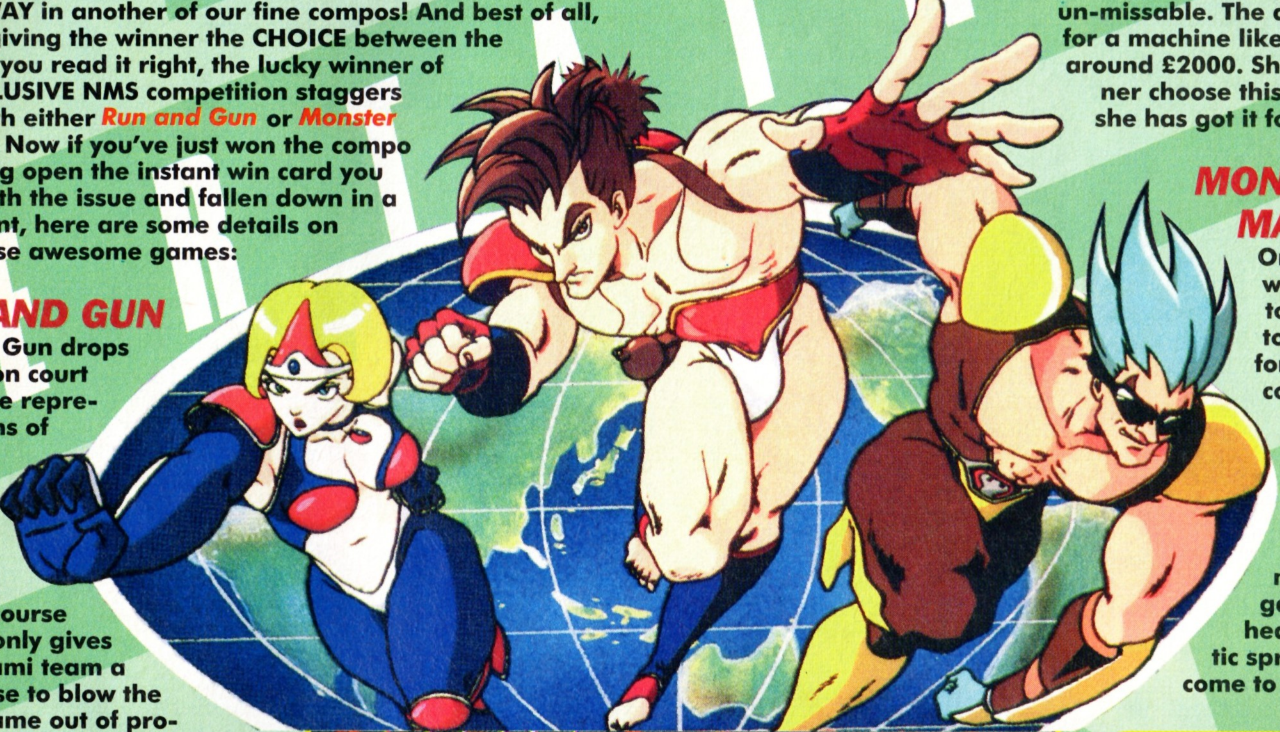
KERRANG!
THE WORLD'S GREATEST HEAVY METAL MAGAZINE!

XMAS DOUBLE ISSUE ON SALE NOW!

METAL FOR MUTHAS
EVERY WEDNESDAY!

WIN! A KONAMI COIN-OP WORTH THOUSANDS!

A-MAZING! Those fine gamesters at Konami are happily donating one of their most recent coin-ops for NMS to GIVE AWAY in another of our fine compos! And best of all, they're giving the winner the CHOICE between the two! Yes you read it right, the lucky winner of this EXCLUSIVE NMS competition staggers away with either *Run and Gun* or *Monster Maulers*. Now if you've just won the compo by pulling open the instant win card you found with the issue and fallen down in a dead faint, here are some details on both these awesome games:

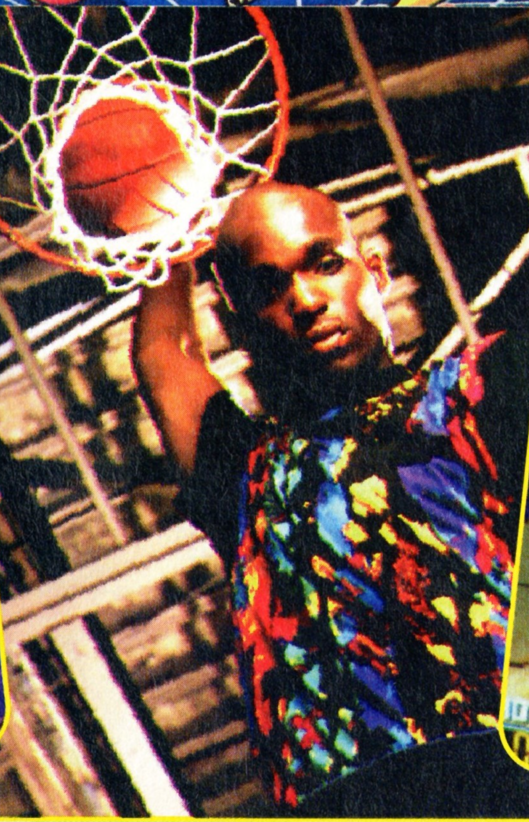


RUN AND GUN

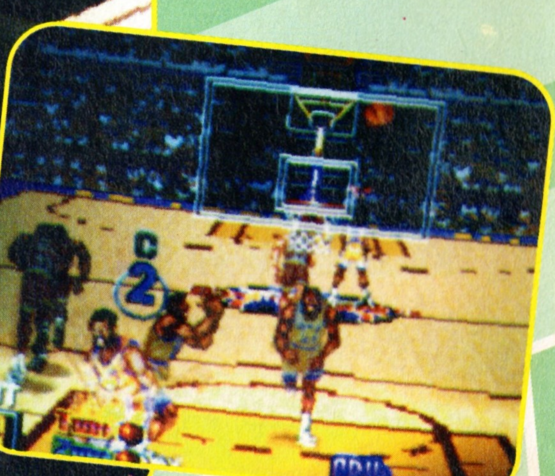
Run and Gun drops players on court with huge representations of basketball professionals. They're all fictitious of course but this only gives the Konami team a big excuse to blow the whole game out of proportion and give every team the most outrageous capabilities allowing up to four players to run their chosen teams into the boards without any sign of fatigue. It's loud, crazy and the new technology together with the programmers' expertise ensures a slam-dunking spectacle that is un-missable. The asking price for a machine like this is usually around £2000. Should our winner choose this game, he or she has got it for FREE!

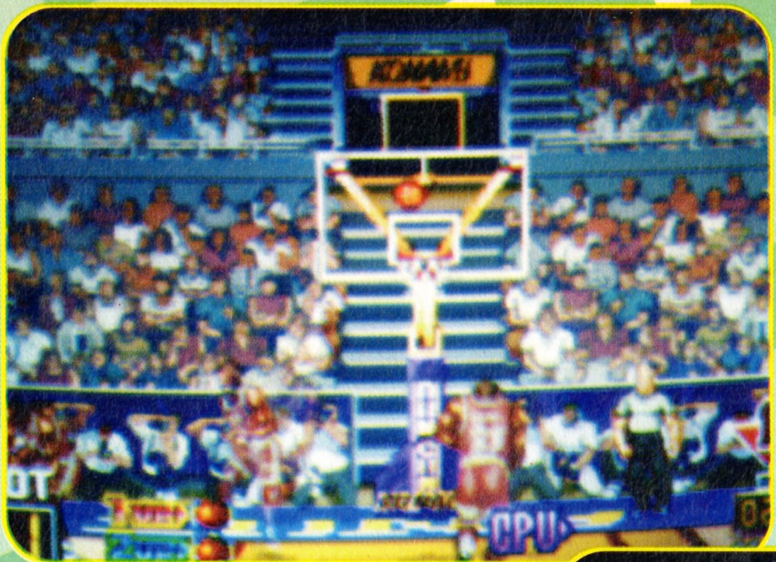
MONSTER MAULER

One day sprites were destined to become just too darned big for the average coin-op. And when they couldn't escape the mess of circuitry and wires they'd mutate and gangs of healthily moralistic sprites would come to sort them out!



ANNE
00
KOTETSU
GAME DEMO





This is Monster Mauler in a nutshell. At a recent coin-op show the NMS team had a go on this machine. Frankly we were completely taken aback with its ferocity and style. Unfeasibly large monsters are cast about all over the place by the coolest of beat 'em up heroes in a manner not dissimilar to Capcom's Final Fight series but way, way, WAY over the top! Seeing and hearing is *still* disbelieving!

Placing this machine in the living room is sure to give the neighbours something to complain about during the early hours of the morning!

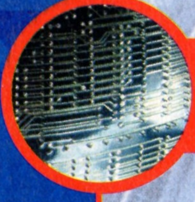
SHOT
KONAMI

So which one to choose? Is this a tough decision or what? More to the point: HAVE YOU WON? Follow the instructions on the card provided in the front cover of this very issue and good luck! What's that you say, you're a loser? Well rush out and buy another copy of NMS before they all sell out!

RULES
1. Every instruction forms part of the rules. All entrants will be deemed to have read and accepted the rules.
2. No purchase necessary. This game card can be obtained from Sarah Ewing, Marketing Department, EMAP Images Ltd, 30-32 Farringdon Lane, London EC1R 3AU within the closing date of the competition.
3. A winning card will be declared void if found mutilated, illegible, altered, forged or tampered with in any way.
4. The editor's decision is final, no correspondence will be entered into and there is no cash alternative to the prize on offer.
5. Proof of posting cannot be accepted as proof of receipt.
6. The closing date for the competition is Thursday 31st March 1994. Any entry received after this date will be ineligible for entry.
7. Employees of Konami (UK) and EMAP Images and relatives thereof are not eligible to enter.

CART SPEC

- **BY:** NINTENDO
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** SPORTS
- **CART SIZE:** 16 MEG



GAME INFO

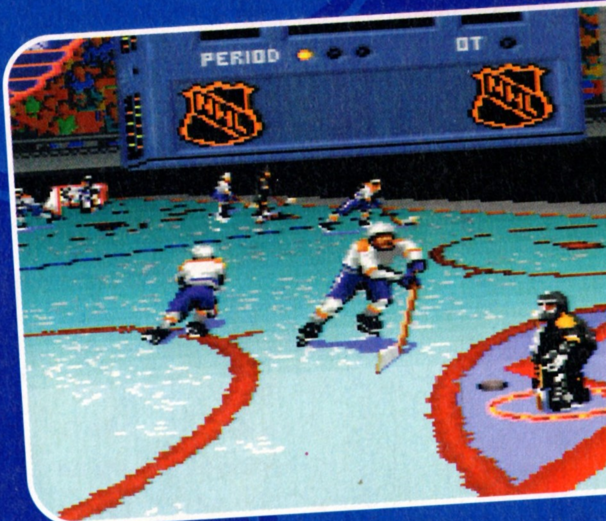
- **PLAYERS:** 2
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Moderate
- **CONTINUES:** N/A
- **RESPONSIVENESS:** Odd
- **1ST DAY SCORE:** 4-2
- **GAME ORIGIN:** You wouldn't know it to look at it, but this game has its roots in the sport of Ice Hockey. Astonishing.

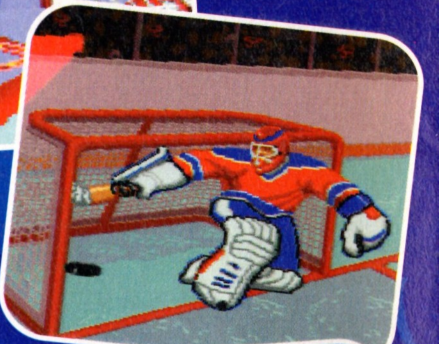
CONTROLS

- **HOW TO PLAY:** Guide your chosen team of ice warriors across the frozen wastelands in a quest for the legendary Stanley Cup.

A	PASS THE PUCK/POKE CHECK
B	WRIST SHOT/SWITCH PLAYER
X	DUMP THE PUCK/HIP CHECK
Y	SLAP SHOT/SHOULDER CHECK
L/R	L: LINE CHANGE MENU R: GOALIE CHANGE MENU
S	START: REPLAY SELECT: MENU STATS

There is a prize, legendary amongst the fierce ice tribes of North America. A prize whose sheer, er, legendossity has lead many in hopeful but ultimately disastrous quests in search of it. That prize is the mystical Keith Cup - said to possess magical properties, like the ability to heal bruised knees and ease nasty underpant chafing. Alas, no-one's actually found it yet so let's concentrate instead on the much easier to find Stanley Cup - the ultimate accolade in the world of Ice Hockey. Yes, every year the finest teams in the NHL compete in a gruelling 84 game season before going into the playoffs for the much-coveted Stanley Cup, where the magnitude of the competition goes right off the scale. Now, thanks to Nintendo, you puck-happy players out there have the chance to get your mittens on the trophy too. I give you NHL Stanley Cup. Thank you.

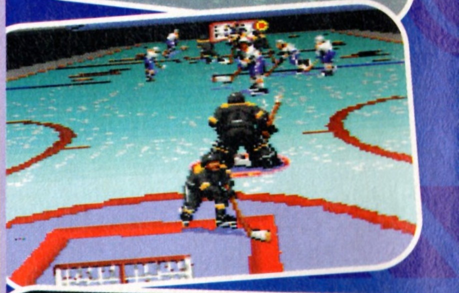


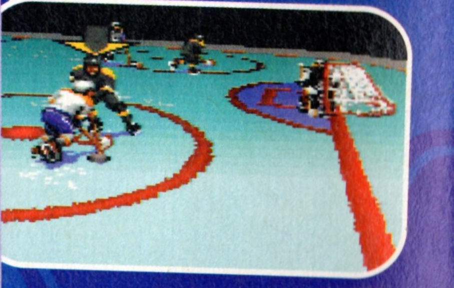


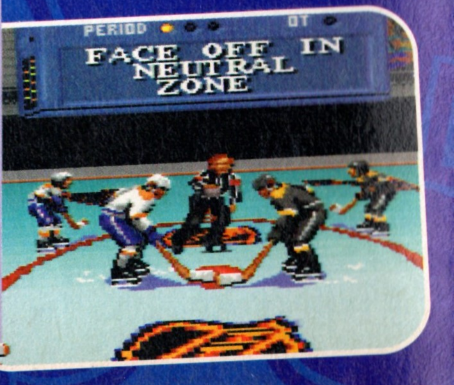
COMMENT

TIM

NHL Stanley Cup is one of the best looking sports games I've ever seen. The incredible graphical impact of the game comes thanks to the awesome Mode 7 effects. The puck flies around the rink like nobody's business, with the "camera" following the action at a breathtaking pace. And for the first few games Stanley really is as exciting as it looks, before the game's flaws begin to bubble to the surface. To begin with, you don't really mind that you can't see who's got possession because you think you're new and will pick it up. You don't. Instead you discover that at times it's nigh on impossible to work out whose got the puck, and before you've worked it out somebody else has got the thing anyway. This can be incredibly annoying - it's like you're playing about three seconds in the past and, to be honest, it makes you feel a bit thick. The control method itself isn't as instinctive as you'd hope for, and as a result there's not a great deal of control you can exert - even with practice. That said, Stanley is a fabulous looking game and die-hard ice hockey fans (all three of you) will have a wonderful time. As Andy says, NHL '94 has the edge in playability while Stanley looks miles better. You pays your money and takes your choice...







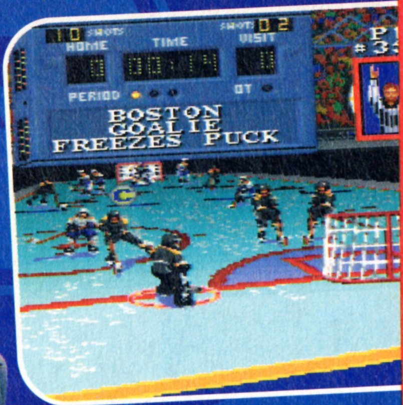
NHL
nley Cup®*
KINGS

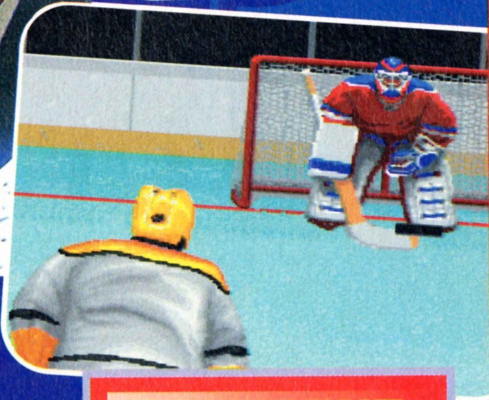
ICEY NO FOUL PLAY

It's a well-known fact that the Ice Hockey fraternity are all dirty gits and would think nothing of clubbing you across the nose for looking at them funny. It's a good thing, then, that there's a referee on hand to penalise any foul play. Anyhow, here's a rundown of the penalties you could reasonably expect to take an early bath for, unless you turn the penalty option off, of course...

TRIPPING: Called when a player uses any means at his disposal to crop his opponent in mid-skate. This may be with any part of his body or not, as the case may be. See also 'Slashing.'
CROSS CHECKING: And it came to pass that a penalty was called on any player who delivers a check with both hands on the stick with the stick not touching part of the ice - whatever that means.
SLASHING: Nothing to do with forgetting to "go" before the game, this is called when a player employs a slashing motion to impede another player. Very naughty.
ROUGHING: Given to those players who are a bit too fond of the old ultraviolence!
HOOKING: Ah, this is the stuff - a true connoisseur's foul. Given when one player whisks another's legs from under him without so much of a by-your-leave. Most nosebleed-worthy.
INTERFERENCE: Interference is called when one player messes with another player, or indeed the goalie, who doesn't have control of the puck. Fouling for its own sake - marvellous stuff.
ICING: Icing occurs when a team of equal or superior numerical strength shoots the puck beyond the other team's goal line and the puck is then picked up by a defending player. However, if a team with fewer players tries the same thing icing is not called. Also, if the puck is interfered with by a defending player on its way to the goal line, icing is not called. Icing always results in a face-off at the opposing team's circle. Got that?
OFFSIDE: This is called when a player goes ahead of the puck into the attacking zone. Also, If a player passes the puck to a team-mate in the attacking zone the ref calls a slow whistle and an offside is given if that player goes on to collect that puck. Fortunately you can turn this penalty off - do it.

▼ Oi you! Stop freezing that puck!





COMMENT

ANDY

The first thing to grab you about Stanley Cup is the constantly rotating mode-7 playfield which in terms of its actual implementation works pretty well - fairly smooth and complemented by good animation. Alas, in terms of gameplay it adds very little and confusion is the name of the game given that it rotates every blessed time possession changes and it's not always clear who is in possession or even where the puck is. However, once you get your head around this and get to grips with the control technique Stanley Cup is not a bad game - all the usual options are there including the one that lets you turn the penalties off and all the Teams in the NHL are represented. It's relatively speedy too. Unfortunately it's still the devil's own job to score goals and this is not helped by the confusing rotation and the ever-present unresponsive inertia that dogs most games of this sort. Overall Stanley Cup is okay and certainly shows off your machine but I'd go for EA's NHL '94 instead.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	■	☐
ACTION	■	■	■	☐
CHALLENGE	■	■	■	☐
REFLEXES	■	■	■	☐
ORIGINALITY	■	■	■	☐

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	☐
DAY	■	■	■	☐
WEEK	■	■	☐	☐
MONTH	■	☐	☐	☐
YEAR	☐	☐	☐	☐

PRESENTATION 85

▲ Fairly good goal-scoring intro screen and clear presentation throughout.

GRAPHICS 86

▲ Given the amount of scaling and rotation going on the graphics are pretty clear and well animated.

SOUND 86

▲ Good music with the intro's and a nice range of grunts, skating noises and such.

▼ Grrr, it's got that irritating organ playing all the way through!

PLAYABILITY 80

▲ Fairly fast and smooth enough. Lots of shots to shoot and dirty, low-down ways to foul.
▼ Alas, confusion reigns thanks to the constantly moving playfield. The player nearest the puck has to be manually selected in defence.

LASTABILITY 85

▲ With eighty-odd teams to go up against, one-off, best of seven and regular season matches leading to the coveted Stanley Cup, this should last you donkey's.

OVERALL 83

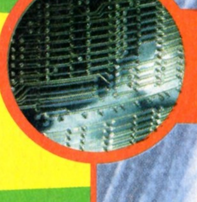
An above average ice hockey sim that shoots itself in the foot in being a bit too clever for its own good.

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

SKYBLAZER
START
PASS WORD

CART SPEC

- **BY:** SONY IMAGESOFT
- **PRICE:** TBA
- **RELEASE:** MARCH
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 8 MEG



GAME INFO

- **PLAYERS:**
1
- **CONTROL:**
Joypad
- **GAME DIFFICULTY:**
Easy / Medium
- **CONTINUES:**
Pass-Code System
- **RESPONSIVENESS:**
Snappy
- **1ST DAY SCORE:**
A confrontation with Raglan
- **GAME ORIGIN:**
The central character - Sky - is unique to this adventure, though is derivative of many platform-game heroes.

CONTROLS

- **HOW TO PLAY:**
Sky battles the Dark Lord Raglan forces through twelve locations, seven of which feature boss characters that disclose magical abilities once defeated.

A HAS NO FUNCTION

B SKY LEAPS

X EMPLOYS SKY'S MAGIC POWERS

Y SKY ATTACKS

L/R L: CYCLES THROUGH STOCK
R: CYCLES THROUGH STOCK

S START: STARTS/PAUSES
SELECT: ABORTS A STAGE

SKYBL

Sony Imagesoft demonstrate their talent for writing platform games with their interpretation of Stephen Spielberg's Hook. Now they focus their attention on a subject no less spectacular but slightly more forbidding than tales of Never Never Land and children who never want to grow old:

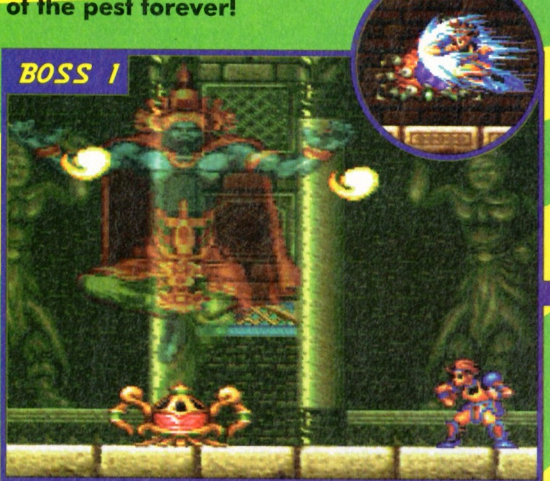
Ashura is the Lord of War and, as such, no one dares challenge his wicked schemes. Presently his attention is focused upon the restoration of the demon Raglan's glory, in a land known only as the Overworld. There is one challenger, however - a young warrior named Sky who devotes every waking hour to purging the Overworld of Ashura's forces. Though the lad causes the war lord problems he is nothing but a minor irritation when compared to the daughter of a Mystic named Pantheon. As a sorceress the girl harnesses enough power to completely baffle Ashura's mission by mouthing a few phrases and the simple gesture of her hand!

Ashura ensnares the young sorceress - binds and gags her then offers her as a sacrifice to Raglan. Of course Sky intervenes, consulting Pantheon about the best course of action. The old man naturally suggests an immediate rescue of the sorceress; a task none but Sky can possibly hope to accomplish. Still even Sky is incapable of such a thing without the help of a player to lead him into battle. Hence one volunteer is required to accept the responsibility for Sky as he valiantly journeys over three continents to meet with Ashura and, hopefully, rid the Overworld of the pest forever!

THE MAGIC WORD

Ashura is not alone in his servitude to Raglan. A further seven creatures of darkness honour Raglan's will in the Overworld and each presents itself as petrifying obstacle to Sky's quest. The eradication of these monsters is essential but there is more to these creatures than meets even Sky's keen peepers. Such minions are protectors of powerful magic and unlikely to divulge their secrets should Sky merely utter the word 'please'. Consequently Sky batters the living darkness out of them in order to claim his reward!

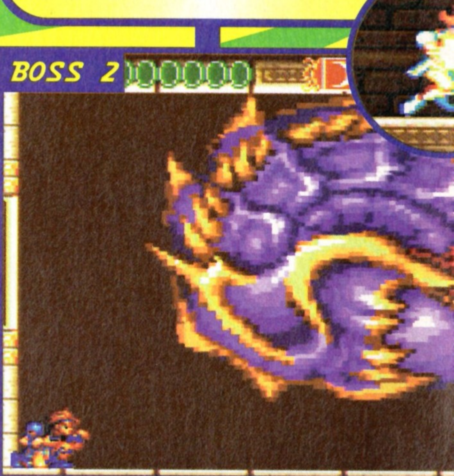
BOSS 1



INFERNUS: Assaults Sky with fireballs, ducking back inside its lamp for cover.

POWER OBTAINED - COMET

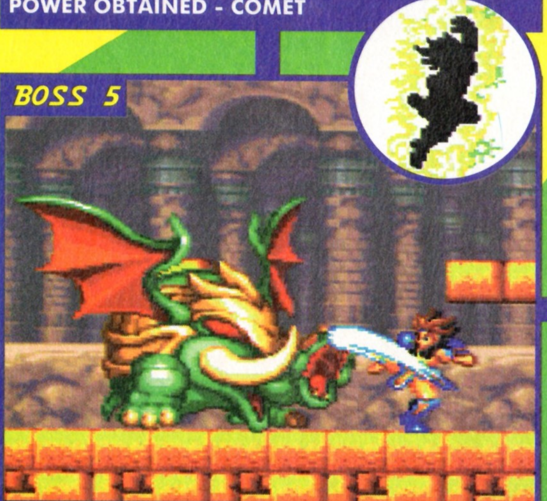
BOSS 2



TAROLISK: A scaly eyeball that swells with ha
more it is hurt.

POWER OBTAINED - HEAL

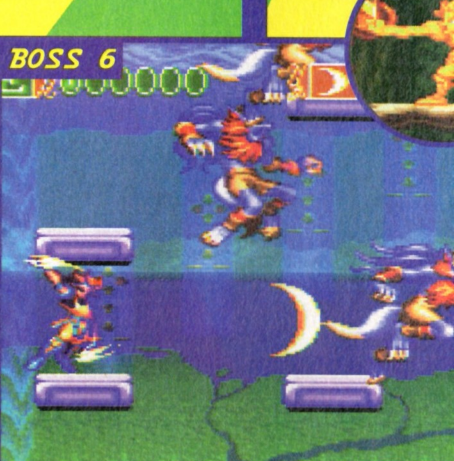
BOSS 5



SHIROL: Bombards Sky with projectiles from its trunk and crushes him with its bulk.

POWER OBTAINED - LIGHTNING STRIKE

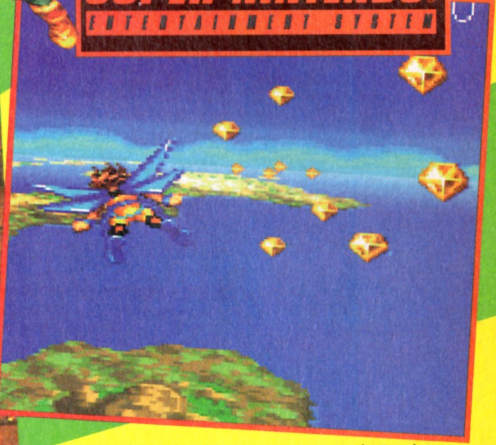
BOSS 6



KH'LAR: Kh'lar blasts Sky to his doom, sendin
miniature typhoons to dislodge Sky from his p

POWER OBTAINED - WARRIOR FORCE

AZER



▲ Sky's Island-hopping antics: Mode 7 style!

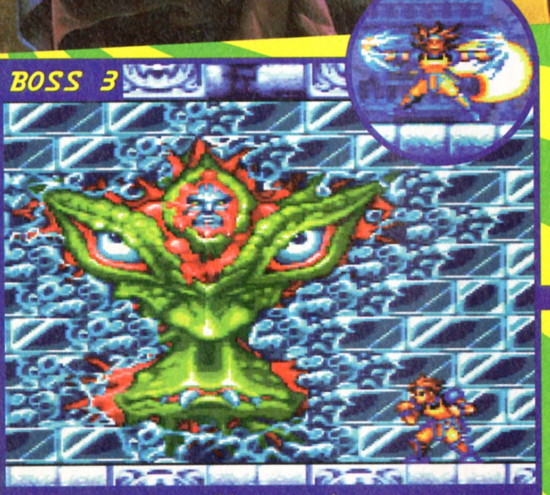
COMMENT

ANDY

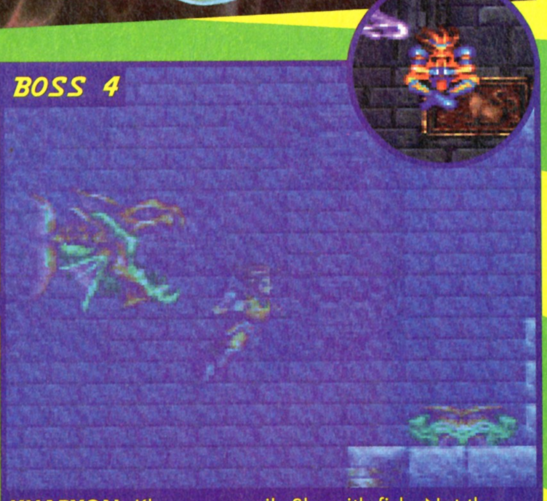
There have been a lot of platform games recently that fall short of true brilliance yet are very enjoyable nonetheless. Games like Plok and Mr Nutz spring to mind. Skyblazer falls into this category too. It comes across as a sort of 'best of' of platform games - there are loads of bits that you're bound to have seen before. That is not to say that Skyblazer is without its original features or that the game suffers in any way as a result. Indeed, the combination of familiar elements makes Skyblazer a great fun game to play. The main character is very responsive and everything is beautifully rendered. Special mention should also be made of the bosses, all of which are large and, well, interesting. Skyblazer himself also has some pretty impressive power-ups. However, the whole neat bundle is let down by the fact that it's all just too easy and even the most cack-handed gamers should have it licked in no time whatsoever which is a great shame, for with a decent amount of challenge this could have been a contender.

d the

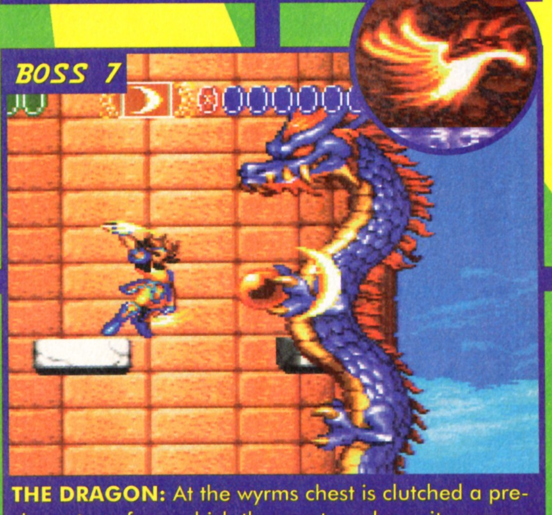
th.



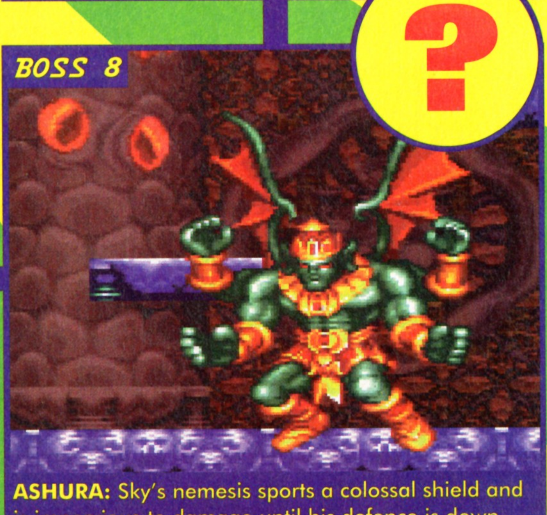
PETROLITH: This wall has ears; three eyes, a nose and a foul mouth.
POWER OBTAINED - STAR FIRE



KHARYON: Kharyon assails Sky with fish. Not the kind one hopes to find in a fish supper.
POWER OBTAINED - TIME STOP



THE DRAGON: At the wyrms chest is clutched a precious stone from which the creature draws its energy.
POWER OBTAINED - FIERY PHOENIX



ASHURA: Sky's nemesis sports a colossal shield and is impervious to damage until his defence is down.

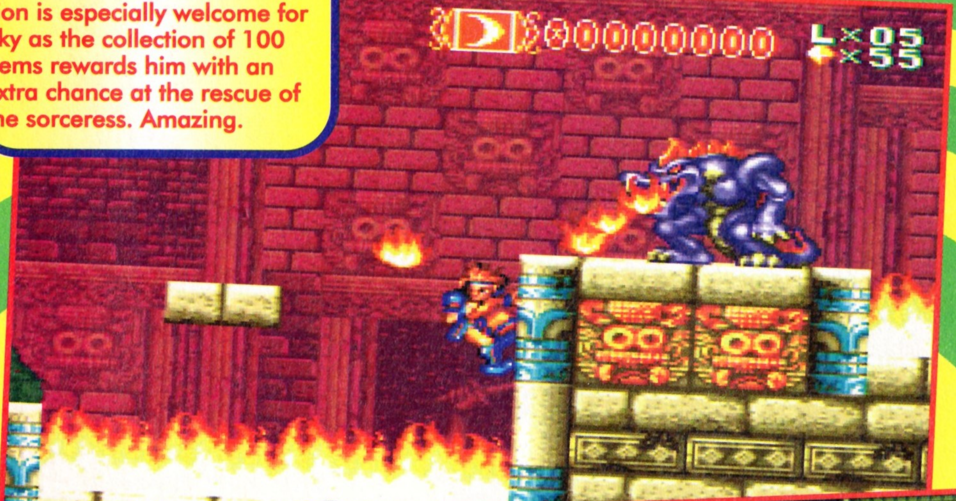
COMMENT

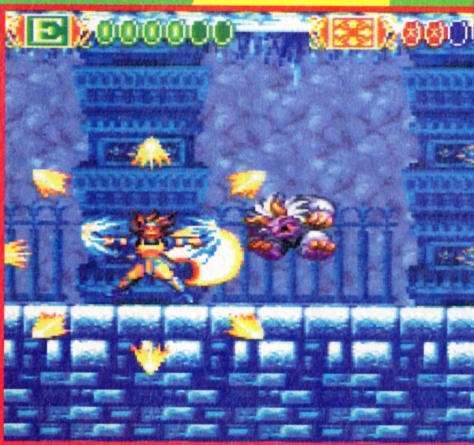
PAUL

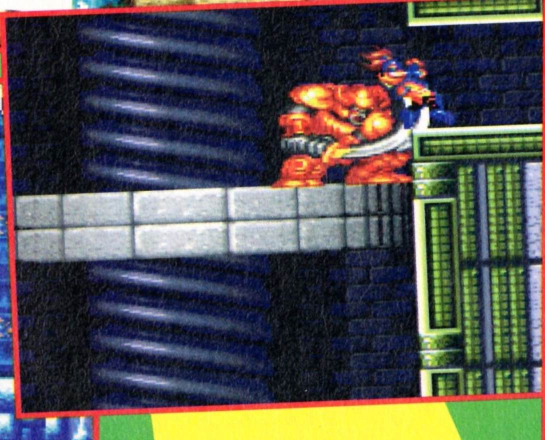
Sky is a superb character. Not only is he very responsive and able to perform the most amazing acrobatics with ease, but looks cool doing so too. There isn't a situation in the game that presents the guy with any great difficulty, which is fine for the hero but a major disappointment for the player. No matter how spectacular the scenery - and this game is very rewarding visually - a lack of depth and, above all, challenge is the killer of this would-be giant. Even the most inexperienced of players are guaranteed victory over Raglan within two days; the more accomplished players have the demon running for cover even sooner. It's such a shame because the fruits of much imaginative thought are evident throughout Sky-Blazer and the experience of playing the game provides many thrills while it lasts. Most worthy of note are the seven guardians of magic who all display an inventive method of attack. Elsewhere Sky's fist and foot fodder is more run-of-the-mill and smaller enemies offer no surprises. Imagesoft's artists have demonstrated their skill with this title, all that remains now is for the company to place as much emphasis on gameplay and they shall have a classic on their hands. Sadly this is not the case with Sky-Blazer.

THE SKY-WAY CODE

Strangely enough there is no such article as a boat in the Overworld. This impedes Sky's journeys from continent to continent somewhat. Though he's a competent swimmer the seas are treacherous waters and Sky is much safer travelling by air. As he flies Sky is miraculously presented with the opportunity of grabbing as many precious gems as he can carry - money doesn't grow on trees in the Overworld but diamonds are not uncommon in the clouds it seems! This occasion is especially welcome for Sky as the collection of 100 gems rewards him with an extra chance at the rescue of the sorceress. Amazing.







▲ The giant screw in the background twists as the platform rises. Sky, meanwhile, is sliced from behind!

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	□	□
ACTION	■	■	■	□
CHALLENGE	■	■	□	□
REFLEXES	■	■	■	□
ORIGINALITY	■	□	□	□

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	□	□
MONTH	■	■	□	□
YEAR	■	□	□	□

PRESENTATION 68

▲ Standard in-game presentation.

▼ An unforgivable abandonment of all that the Super NES is capable! A miserable title screen offers no opportunity for players to adjust their game to suit.

GRAPHICS 86

▲ There is no doubting Sky-Blazer's incredible visuals - they are of the highest possible standard.

▼ Though smaller enemies are many and larger adversaries few.

SOUND 83

▲ Sky shouts and grunts to emphasise his exciting combat manoeuvres. The musical score ranges from the above average to the rather good.

PLAYABILITY 82

▲ Sky moves wonderfully and responds well to the players commands. There is little he cannot do!

▼ That special feeling of accomplishment is lacking as victory in any given situation comes easily.

LASTABILITY 69

▲ Sky-Blazer is a spectacular piece of software and a cool title to own.

▼ However the cart is likely to spend much of its time on the shelf as it is so easily completed and hides no secrets.

OVERALL 82

A visually stunning and imaginatively produced platform game that suffers because it is way too easy and obvious. Value for money this ain't!

MATCH
he plays computer games...
he reads MATCH...
...and he plays football.
What else is there to do?
MATCH ~ the football mag that matters! Get it every week!
ITALY 0-1 SWITZERLAND
THE SOCCER MAG FOR THE FOOTBALL
MATCH
ALEX FERGUSON TALKS TO YOU!
WHERE NOW FOR ENGLAND?
LUCK OF THE IRISH
WIN!
SHARP

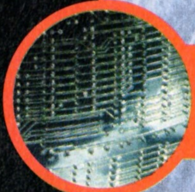
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

SPACE ACE™

CART SPEC

- **BY:** EMPIRE
- **PRICE:** TBA
- **RELEASE:** MARCH
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 8 MEG



GAME INFO

- **PLAYERS:** 1
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Tough
- **CONTINUES:** None-though apractice option is available
- **RESPONSIVENESS:** Quick
- **1ST DAY SCORE:** 586,750
- **GAME ORIGIN:** Based on the Laser Disc coin-op featuring characters created by Don Bluth.

CONTROLS

- **HOW TO PLAY:** Assist Dexter, a hero,through a series of desperate situations to a rendezvous with Borf, an alien, so he may rescue kimmy and save planet Earth.

A	TARGET DEXTER,S LASER
B	DEXTER JUMP'S
X	TARGET DEXTER,S LASER
Y	ACTIVATE DEXTER'S LASER
L/R	L: TO ENERGISE DEXTER R: VIEW DETERS STATUS
S	START: STARTS/PAUSES SELECT: NO FUNCTION

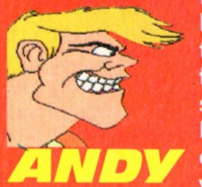
Borf, a space alien, has a weight problem. But of all the worlds in all the galaxies the only planet offering any chance of a cure is earth, home to the focus of Borf's hopes - a girl named Kimmy. This self-appointed beauty queen of the universe is promptly kidnapped for interrogation, much to the dismay of an ardent admirer named Dexter who considers himself something of a hero. Of course when Borf chanced his foul hand he didn't anticipate that planet Earth would deal him a Space Ace in return, but Dexter isn't about to let the fiend off lightly. Kimmy's his girl and he loves her!

Super NES Space Ace is a more accessible adaptation of the aging laser-disc coin-op of the same name. Obviously the hero is Dexter whom the player leads across many alien terrains leading to Borf and the hapless Kimmy. The game is very much a pattern-learning business made attractive by the presence of characters created by Don Bluth, more commonly known for his animated feature films than his contribution to video games. Empire are confident that their representation of Space Ace is more user-friendly than previous efforts. NMS endeavours to prove they're right.

DEXTERITY

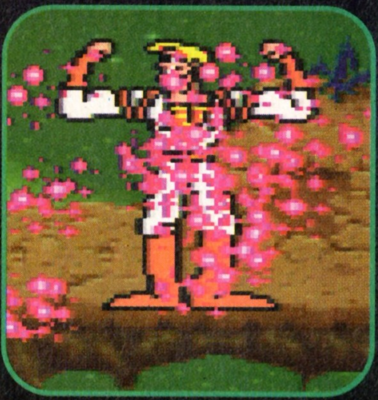
Dexter's Long Johns aren't the most flattering of garments in which to enact the role of Space Ace. Besides which the lad is something of a seven stone weakling, causing his miserable attire to hang loose about his feeble torso! The situation is rectified with the aid of a portable Energiser Unit transforming Dexter, should he so wish, into the image of a super hero. Once the lad is energised he hunts down unsuspecting aliens to fry with his laser. Alternatively Dexter may travel about avoiding confrontations by ignoring the Energiser altogether.

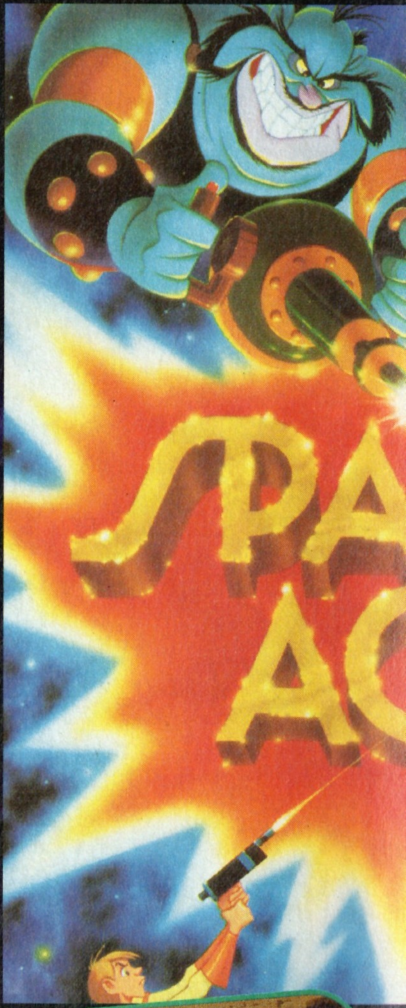
COMMENT

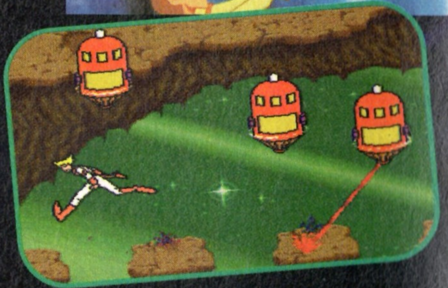


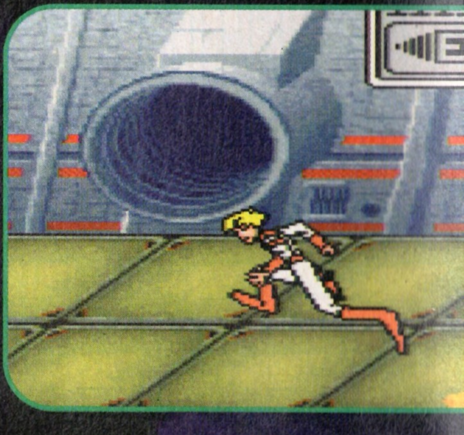
ANDY

In all the years since Space Ace caused a stir down the arcades platform games have come a long way. How sad then to see that this old favourite has not been similarly updated. True, Dexter now has the freedom to move pretty much wherever he desires - not being restricted to just uni-directional movements as before. Gone too is the waiting time associated with the disc accessing of the original. However, what has remained almost untouched is the linear nature of the game - survival still depends on learning when and where to jump or fire. To their credit Empire have added some new bits that weren't in the coin-op, like the jet-bike sections, the levels aren't the same either although some of them are based on the original. Special mention should also be made of the graphics that are colourful, well-animated and include some of the biggest sprites yet seen on the Super NES. But when all's said and done, this is the nineties and Space Ace looks just a bit too old-fashioned.



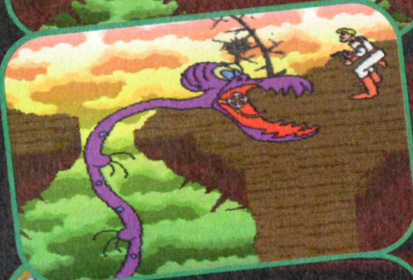


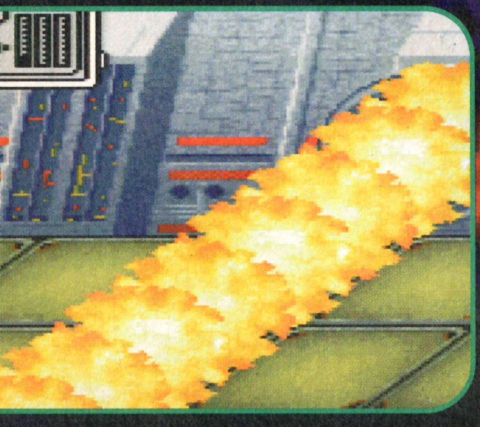




WARPED

Occasionally Dexter's vision is in the habit of blurring. This is nothing to do with dodgy eyesight, rather these brief distortions indicate the presence of a warp zone. By leaping into the air at these points Dex is dematerialised, re-appearing in an abstract place loaded with helpful collectibles such as energiser power-ups. Far out!





COMMENT

PAUL

Even the most enthusiastic member of the video-games buying public finds the continuous stream of derivative platform games and shoot 'em ups depressing after a time. Space Ace is an unfortunate example of why the software trends continue to follow in the same vein, no matter what the machine, year in - year out. With Space Ace Empire aim to provide players with something new whilst packaging it in the most attractive way possible. This means quality visuals and a remarkably high standard of sound effects. However the gameplay is completely unreasonable. Now 'unreasonable' doesn't mean 'unfair'. Far from it. Dexter only ever fails his mission in direct response to players' mistakes, however the tasks required are so uncompromising that the fun element associated with video-games is abandoned altogether. There is certainly an audience for this game as Don Bluth's inimitable character design is faithfully reproduced and skillfully animated. As for players who prefer a freer reign with their games, they are suggested to allow some space between themselves and this Ace.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	☐	☐	☐
ACTION	■	■	■	☐
CHALLENGE	■	■	■	☐
REFLEXES	■	■	☐	☐
ORIGINALITY	■	■	■	☐

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	☐
DAY	■	■	■	☐
WEEK	■	■	☐	☐
MONTH	■	☐	☐	☐
YEAR	■	☐	☐	☐

PRESENTATION 73

▲ An attractive cartoon-style introduction sequence is bold and humorous. Practice option provided.

▼ On the whole players aren't given enough freedom to adjust the game and the presentation screens are never breath-taking.

GRAPHICS 84

▲ Bold, brightly coloured sprites and backgrounds. Every image is clear and the animation is smooth.

▼ An extensive use of 'flat' colour makes many seems look rather two-dimensional.

SOUND 80

▲ All usage of sampled speech is done so very clearly to striking effect. Generally the music is OK.

▼ None of the sounds emitted from Space Ace are particularly hard hitting. Somehow the

PLAYABILITY 62

▲ Working to such strict guidelines is a real test of nerves.

▼ -Sadly frustration is more likely to overtake satisfaction as players realise there is no free-

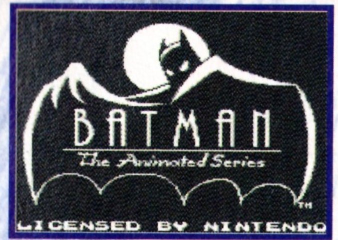
LASTABILITY 69

▲ Only by attaining the accolade of Space Ace does the full, and we're promised, spectacular end sequence greet the player's weary eyes. This takes some practice.

▼ With so many more playable titles avail-

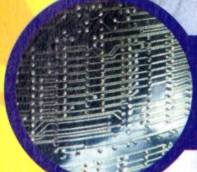
OVERALL 72

A truly original title featuring great character design. Sadly let down greatly by its inflexibility and unforgiving approach to gameplay.



CART SPEC

- **BY:** KONAMI
- **PRICE:** £24.99
- **RELEASE:** TBA
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 1 MEG



GAME INFO

- **PLAYERS:** 1
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Medium
- **CONTINUES:** 2
- **RESPONSIVENESS:** Good
- **1ST DAY SCORE:** Level 3
- **GAME ORIGIN:** Based on the rather excellent animated Batman series currently showing on Saturday morning telly.

Nintendo GAME BOY

CONTROLS

- **HOW TO PLAY:** Hmmm, this is tricky. hit a small ball with something called a racquet. If your opponent misses it lots of times, you win.

A JUMP

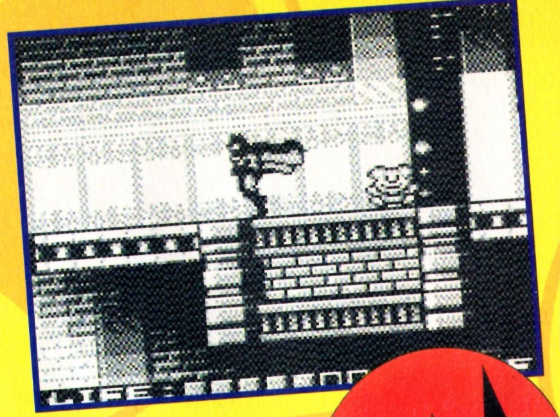
B PUNCH

S SELECT: USE WEAPON

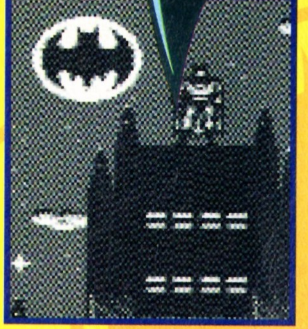
S START: PAUSE

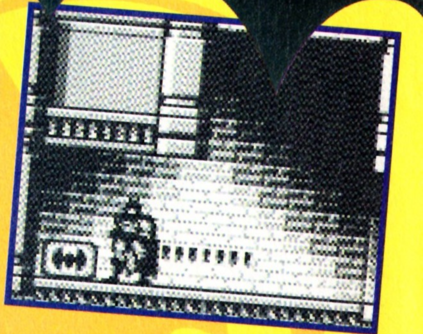
Dusk begins to fall. Gotham City darkens. Amid the silence the noxious mist of evil begins to swell. Shadows stalk grim alleyways, whispers echo around deserted streets, secret plans become violent realities. Behind this malevolent mask lies the macabre figure of the joker, his cackles biting deep into the night. Thank goodness that some rich toff dressed up as a flying rodent is out and about protecting the street. No more fears walking on the rough side of town now that a guy imitating a mouse with wings has turned up.

Conceptually Batman might seem like an absurd idea but 'The Animated Series' sees the winged superhero in action again, putting his civic pride before his fear as always. In this platform rough 'em up Batman is out to save the city from a multitude of evil plots. In his way stand gun-toting hoods, psycho clowns and the odd exploding stuffed toy. Fortunately for the nocturnal do-gooder, his agility and strength get him out of many a fix. Providing Batman manages to overcome the present evils infecting the town, Gotham City still has a chance of becoming the kind of cosy hamlet where everyone can indulge in their costume fantasies...



BATMA
The Animated Se

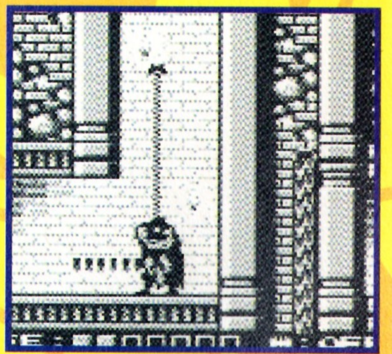


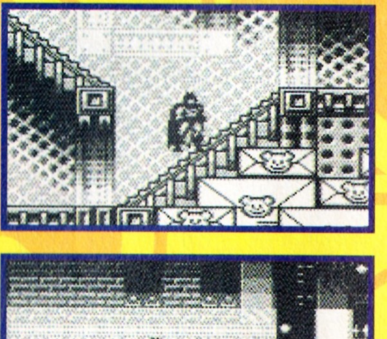


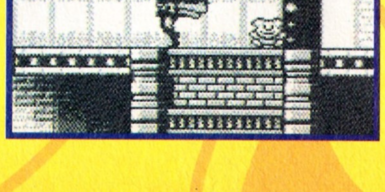
COMMENT

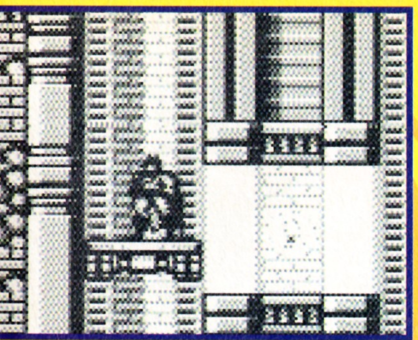
ROB

Don't expect any groundbreaking ideas in Batman. The Animated Series because you won't find any. What you will find is a fast, enjoyable platform game full of sprites and never short of action. Admittedly, much of the action is quite easy and predictable, but by giving the player only two continues, Konami have ensured that this doesn't end up on the over-done-with pile too soon. The atmosphere of the classic DC comics have been quite effectively interpreted, and the intro sequence and story deserves a special mention as far as this aspect of the game is concerned. There are no problems getting into the game, with the control set up sensibly arranged to make it easy to get in to. Graphically Batman is also impressive, the animation successfully emulating the presence of the Dark Knight, although the backdrops tend to get a bit samey. Batman fans are certain to have a good time with this one, while platform addicts should be equally satisfied.



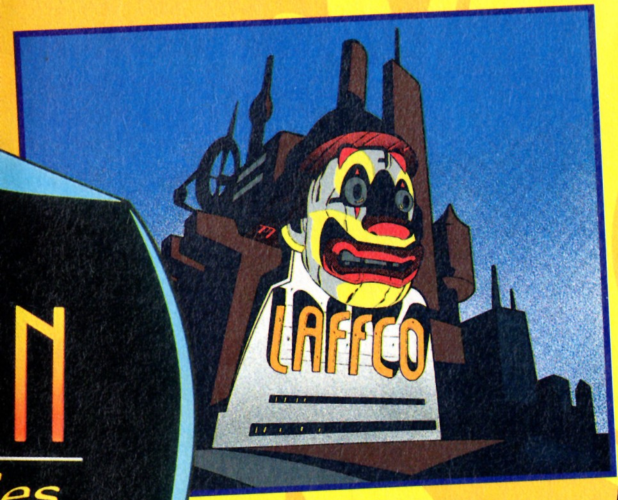




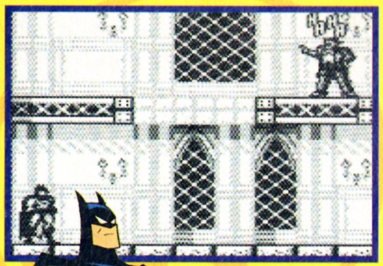


BAT ON A ROPE

One of the caped crusader's most useful gadgets is his rope. When fired, this attaches itself to more or less anything, enabling Batman to scale the otherwise unscalable or cross chasms too wide to jump. It also proves useful when Batman would rather dodge enemies than face them. Learning to use the ole' rope quickly and effectively is especially rewarding when Batman has to face any of the bosses dotted about the game.



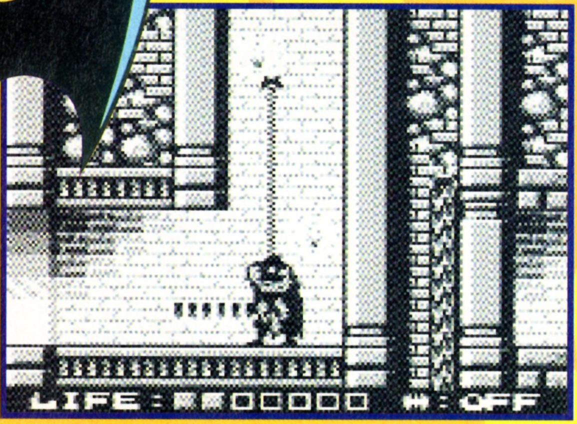
▼ Batman searched high and low. Where was that pesky Joker felon?



MENT

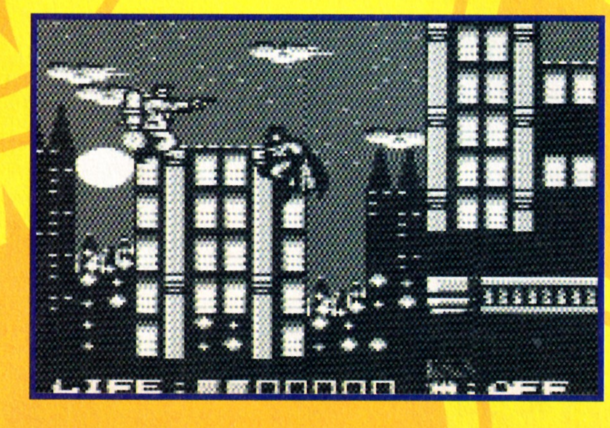
PAUL

Platform characters no longer rely solely on their feet to gad about the place - thank goodness. Batman and Robin are further proof that high-speed leaps and bounds are not priority when overcoming tricky obstacles, when acrobatic technique fares just as well; if not better. Though Konami's depiction of Batman is not entirely graceful he is surprisingly versatile, requiring skill on the player's part to fully exploit his environment with the use of his Bat-rope. Robin too is very much the gymnastic star as he monkey-swings from ceilings and somersaults over floors. Villains look like shop dummies when pitted against such high-flying stars; though this doesn't prevent them from causing the heroic duo some major hassle! Players know they're in for something special from the moment the cinematic attract sequence replaces the Konami logo screen. Expert presentation is, of course, one of this company's most dependable traits but this area is outstandingly provided for throughout. In so far as platform games go, Batman has never been so well represented.



THAT FLYING MOUSE SURE CAN FIGHT!

Being a tough cookie, Batman likes to use his fists and this is primarily how he takes on his opponents. When he's climbing a rope, Batman's hands are too busy hanging on for him to punch so he reverts to kicking. Occasionally a bat symbol pick-up arrives which endows Batman with five throwing stars. These allow him to tackle enemies from long range rather than have to get his hands bloody. It is worth trying to accumulate these weapons, though, because they come in well handy when you have to tackle one of the game's bosses.



RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	■	☐
ACTION	■	☐	☐	☐
CHALLENGE	■	■	■	☐
REFLEXES	■	■	■	☐
ORIGINALITY	■	■	☐	☐

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	■	☐
MONTH	■	☐	☐	☐
YEAR	☐	☐	☐	☐

PRESENTATION 88

▲ A superb intro sequence which really sets the scene and atmosphere.

▼ No other options to speak of.

GRAPHICS 84

▲ Good animation of the Dark Knight himself. Detailed backdrops...

▼ ...but they don't vary a great deal.

SOUND 80

▲ A faithful reproduction of the well known Batman theme tune.

▼ Sound effects are a bit thin on the ground.

PLAYABILITY 85

▲ Very fast and very smooth.

▼ Things are quite often a little too easy and predictable.

LASTABILITY 80

▲ The speed of the action keeps you involved

▼ It isn't especially tough.

OVERALL 84

A good platform game that pulls no innovative punches but will please Batman fans and platform junkies.

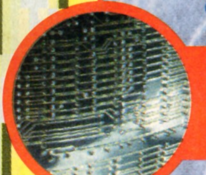
REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

The Adventures Of
Dr.Franken
MotiveTime
elite
LICENSED BY NINTENDO

CART SPEC

- **BY:** ELITE
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 8 MEG



GAME INFO

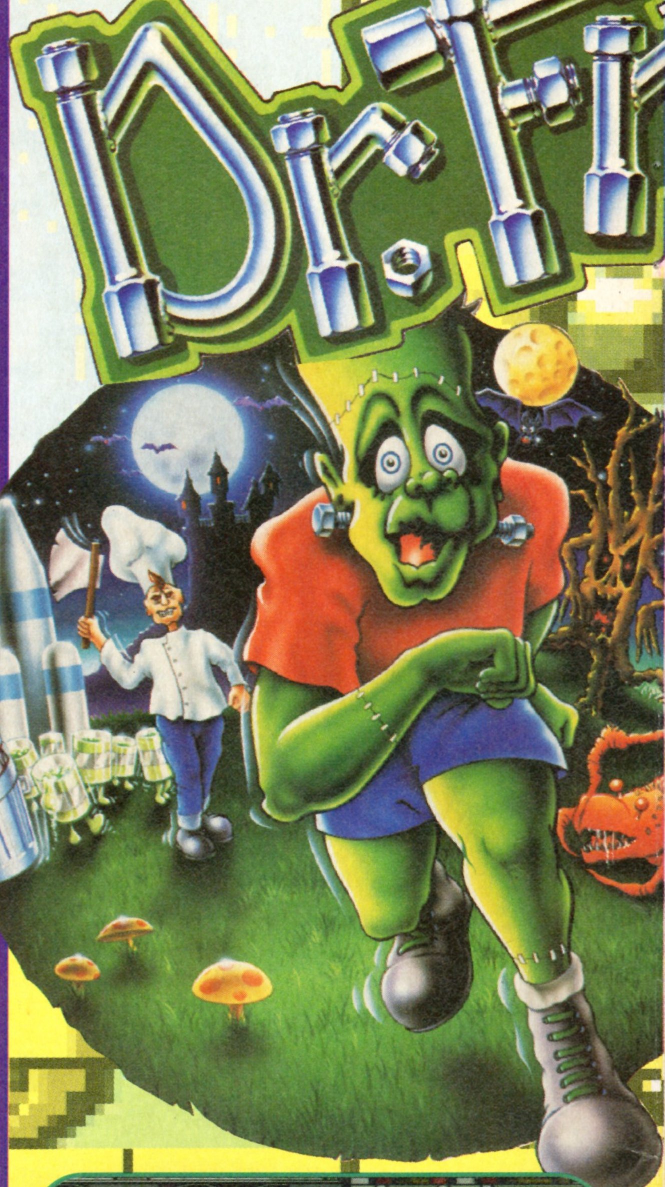
- **PLAYERS:** 1
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Medium
- **CONTINUES:** 2
- **RESPONSIVENESS:** Okay
- **1ST DAY SCORE:** 3 COUNTRIES COMPLETED
- **GAME ORIGIN:** FRANKEN GOES UP IN THE WORLD FROM HIS GAME BOY ADVENTURES TO THIS GAME ON THE SUPER NES

CONTROLS

- **HOW TO PLAY:** Guide Dr. Franken around the platform levels,going from country to country in search of parts of his wife and taking on everything the nations have to offer.

A	KICK
B	JUMP
X	FLIP KICK
Y	KICK
L/R	L: FIRE POWER UP R: FIRE POWER UP
S	START: PAUSES SELECT: NOTHING

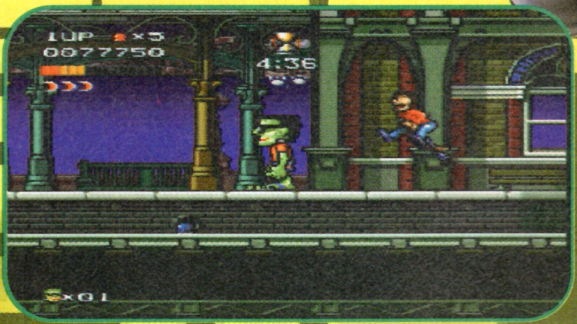
The Adventures of



After a particularly enthralling episode of 'Wish You Were Here...', Dr Franken decided it was time to book a holiday. There was a problem, though. Despite the allure of two weeks on sun drenched golden beaches, there was no way the Doc and his girlfriend could afford to go together. But before you can say "Judith Chalmers up the Bahamas" the zany medical man had come up with an idea. Why not chop up his dearest, wrap up her various bits and post her to their holiday destination? He'd only have to pay for one ticket and a bit of needle and thread would sort out his beloved at the other end.

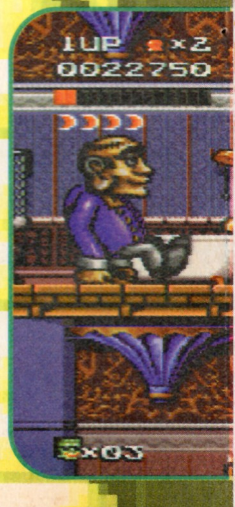
What the esteemed Doctor never banked on was the idiocy of the postal service, and his girlfriend is currently enjoying a vacation in several places at once. So, getting into his globe-trotting shoes, Dr Franken must explore the planet in search of an arm here, a leg there and who knows what else elsewhere!

In hostile foreign streets our naive traveller is likely to receive a painful lesson in local culture. It's fortunate then that the Doctor possesses a fair share of brawn as well as brains. There are various potions he can pick up and use in defence which, coupled with his natural talent for martial artistry, should be a little more useful than the average tour guide. There's no time to peruse the sights though because the sand in the sandwich is the fact that on every level the clock is ticking. After this nightmare the reunited couple might feel the need for a holiday. Guffaw!



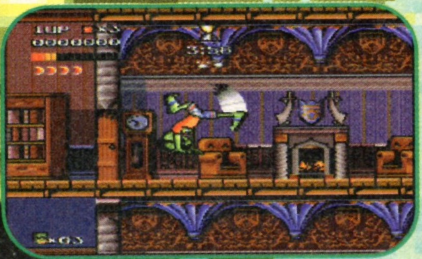
BONE-SHAKER

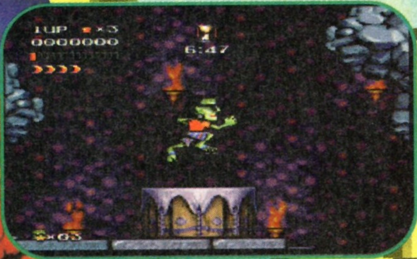
While the great Dr. Franken may look a little decrepit and decomposed, he is in reality a very agile mover. Not only is he capable of your everyday average kick, he can pull off a spin kick (which is useful at disposing those approaching from the rear) and a flip kick (excellent against foes attacking from above). Franken can also acquire power-ups which enable him to throw fire-balls or else bolts which freeze opponents allowing him to destroy them with the minimum of fuss.

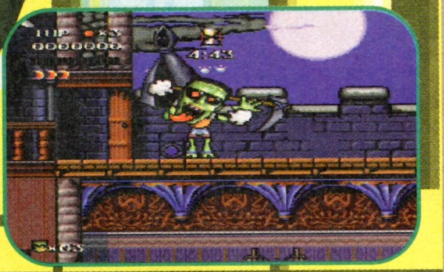


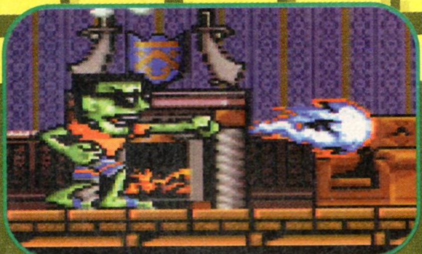
THEY'LL BE BACK!

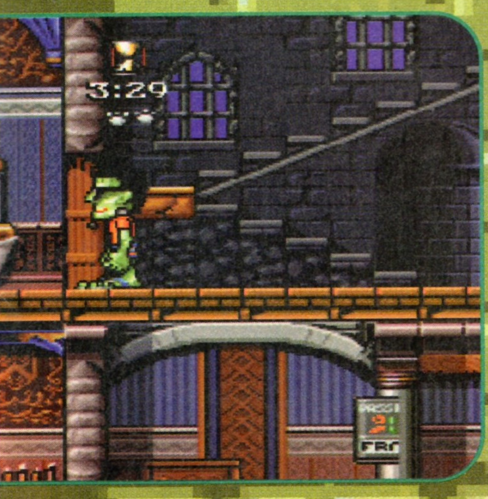
Whether it's because of the supernatural influence on the gameplay or not it's difficult to say, but when Dr Franken has knocked off a foe they have a habit of coming back to life. If you stroll into a room you've been in before under the illusion that you can strut around free of hassles, they'll be back. So stay on guard at all times. Unfortunately this isn't the case with power ups.











COMMENT

ROB

Oh dear! Welcome to frustration central. Here is a game that has a lot of good elements, all of which are tarnished by the irritating gameplay. Basically, Dr Franken dies much too easily, at least until you've become familiar with what to expect. It's very much a case of memorising what it was you did to succeed and repeating it exactly. Another hugely annoying factor is the reappearance of sprites you've already disposed. Again it's a case of memorising and running to a formula. It's quite a shame as well because while Dr Franken never becomes a daring platform game it is graphically quite slick. Some of the sprite ideas are superb. British culture is aptly summed up by punks, old bag ladies and kids on space hoppers! There are lots of places to explore and their graphical variety is refreshing. Unfortunately the irritating style of gameplay travels with you like unwanted baggage. Dr Franken is tough but largely because of its faults which means any addictive quality it might have is distinctly muted. Not a disaster but disappointing nevertheless.

COMMENT

TIM

Well, I don't feel as strongly as Rob. Let's get one thing straight from the start: this is a great-looking game with a lot going for it. It's well conceived, professionally executed and first impressions are very good indeed. The trouble, as Rob's already pointed out, is the formula nature of the gameplay. Somehow you just don't feel you're in control of the action, and the punishing gameplay can prove exceptionally frustrating. This is a real shame, because there's lots to shout about in Franken. It's very original as far as it goes, the storyline is good, the graphics are fine and sound is OK. What a shame that such a decent package should be let down by inadequate playtesting. Still, Franken fans - and there are many of them - will probably enjoy themselves anyway. Just don't say we didn't warn you.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	□	□
ACTION	■	■	■	□
CHALLENGE	■	■	■	□
REFLEXES	■	■	□	□
ORIGINALITY	□	□	□	□

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	□
DAY	■	■	■	□
WEEK	■	■	□	□
MONTH	■	□	□	□
YEAR	□	□	□	□

PRESENTATION 65

▲ Pretty okay in the presentation dept...
▼ But where, where, where is the password system?

GRAPHICS 86

▲ Nicely drawn and original sprites and a myriad of great backdrops.

SOUND 80

▲ Atmospheric Gothic accompaniment.

▼ Sound effects are a bit thin on the ground.

PLAYABILITY 66

▲ Franky's a bit of a mover and has some great combat moves too.
▼ Easy deaths and by-the-numbers success formula makes it irritating.

LASTABILITY 68

▲ Lots of places to explore and quite tough...

▼ ...but the game logic dampens enthusiasm.

OVERALL 74

What would be a good, if not exceptional, platform game is made considerably duller by its annoying quirks.

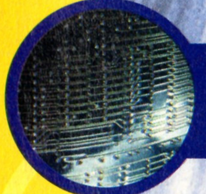
REVIEW

GAME BOY

STAR TREK
THE NEXT GENERATION

CART SPEC

- **BY:** ABSOLUTE
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** ADVENTURE
- **CART SIZE:** 2 MEG



GAME INFO

- **PLAYERS:** 1
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Medium
- **CONTINUES:** N/A
- **RESPONSIVENESS:** OK
- **1ST DAY SCORE:** Boldly went where no man had been before.
- **GAME ORIGIN:** Based on the exploits of characters from the successful TV series.

Nintendo GAME BOY

CONTROLS

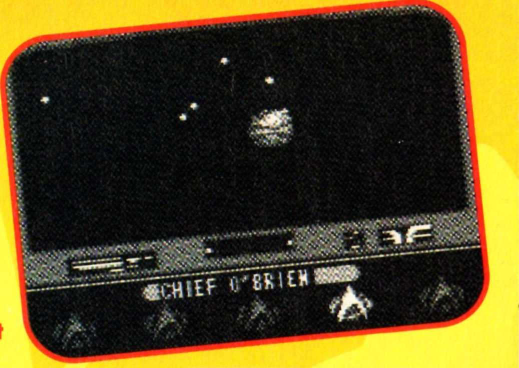
- **HOW TO PLAY:** Take the role of a training cadet put in charge of the USS Enterprise flying around the galaxy.

A — Depends on location.

B — Depends on location.

S — SELECT: Depends on location.

S — START: Depends on location.



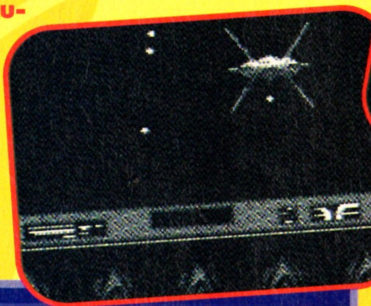
STA

THE NE

While the original Star Trek crew have given up the USS Enterprise in favour of a bus pass and bingo nights, the next generation of whipper-snapper upstarts continue to boldly go around the galaxy needlessly interfering in other people's business. But the cycle of life continues and Captain Jean-Luc Picard, finally facing up to the fact that he is indeed bald, has chosen some young and talented space cadets to take part in a special training session to test yet the Next Generation's abilities.

The player assumes the role of one such cadet and engages in realistic simulations to test their nerve, intuition and intelligence, as well as their knowledge of the ship and the functions of its crew members.

Old cue ball head acts as instructor and provides the rookies with their mission briefing. The range of tasks is diverse. A fresh cadet might be required to rescue the inhabitants of a planet where a virus has broken out, act as peace keeper between two warring states, take on other vessels violating Galactic law and so on. To prevent an overly laid back approach to events each mission must be completed within the allotted time. Only those cadets capable of utilising all of the hardware and support at their disposal will prove worthy at the bridge of the Enterprise. Having conquered the insecurities of rookydom, successful cadets can go on to boldly flaunt their full head of hair in front of their esteemed instructor...



COMMENT

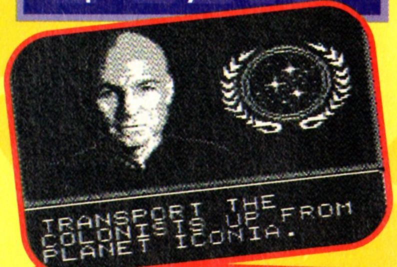
ROB

I'll start by confessing that I'm not much of a Star Trek fan. Add to this the fact that I have little patience for role playing and strategy games and it starts to look like this Game Boy title doesn't stand much of a chance. As it turns out, it didn't. The gameplay is quite involved and demands a good degree of dedication initially. Missions involving simply rescuing people from a diseased planet are straightforward enough but more complex tasks require the player to concentrate on a whole number of things at once. The screen shots reflect the impressive nature of the graphics although there is very little animation at all in this game apart from the combat sequences. So where does the downfall come? Well, setting aside my own prejudices, the whole star bound extravaganza proves irredeemably boring. Yes it is involved but the set missions end up feeling more like a chore than a pleasure. The pace of the game is slow, and once you've completed a few of Picard's little tests you start to wonder whether you can be bothered to boldly go anywhere. 'Trekkies' might have an inflated appreciation of this tribute to the TV series. But I'd rather bug out and beam up.

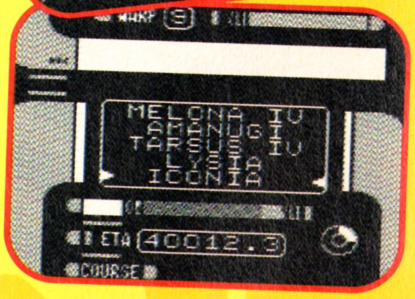
COMMENT

TIM

By and large I agree with Rob, except to say that fans of the show will still enjoy this - simply because it's fairly faithful to the series. Apart from that, he's said it all. Get this if you've got to play a Next Generation game, and don't if you don't. Simple really.

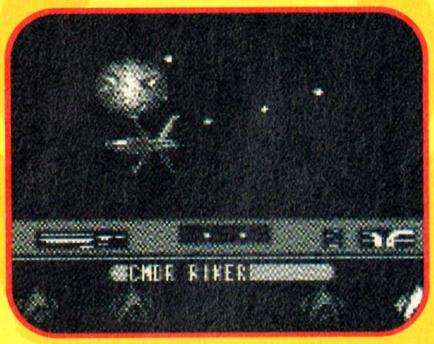


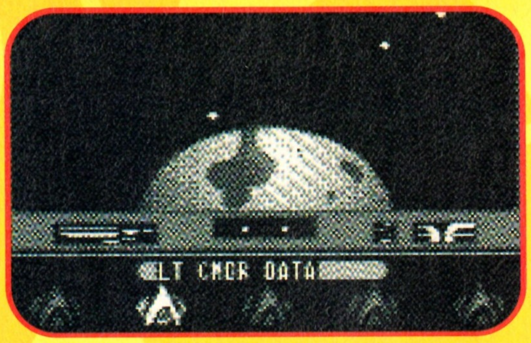
TRANSPORT THE COLONISTS UP FROM PLANET ICONIA.



MELONA IV
AMANUG I
TARSUS IV
LYSIA
ICONIA

▼ Hello, I'm Keith. Please be my friend.


CMDR RIKER


LT CMDR DATA

AR TREK
EXT GENERATION

HANGIN' WITH THE HOME BOYS

The Enterprise and its Captain would be as useless as in-coffin stereos were it not for the talents of the crew. A good captain always checks them out and never disses what they say. Here are the bros and what they dig:

LT. WORF: TACTICAL SYSTEMS

Ugly he might be, but this mother deals with with what you're packing for protection. He makes sure the shield is intact and fully operational and looks after the photons and phasers to make sure you don't get caught with your pants down. He's also the best break-dancer in over four star systems.

LT. CMDR. DATA: OPERATIONS CONTROL

If there's any dissing going on, this fly guy knows about it. He arranges where the ship is going and, using the sensors, checks out where you are to make sure everything's cool. If you get to a planet and want to get in orbit he's also your man.

LT. CMDR. LA FORGE: ENGINEERING CONTROL

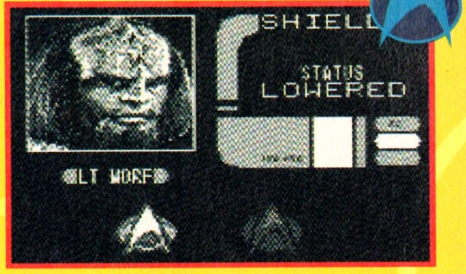
This funkster makes sure you don't run out of gas and that your set of wheels stay real slick. He's the guy to transfer N-R-G to where it's need most. When the damage is going down he'll give it straight and get to the repairs. He also sports some real crazy shades.

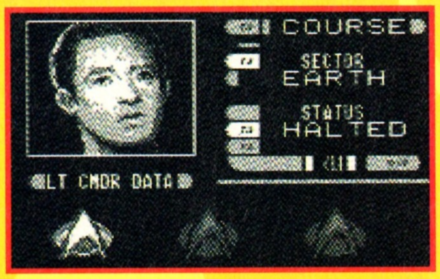
CHIEF O'BRIEN: TRANSPORTER CONTROL

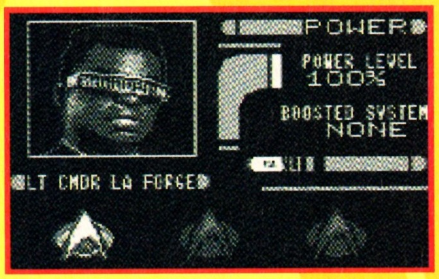
O'Brien does some seriously groovy stuff with the transporter. If there's any beaming up or down to do then he's the boss. He's also the man to tell you if any bad bro's have infiltrated the ship and are showing a serious lack of respect. If you find them he'll beam the suckers off.

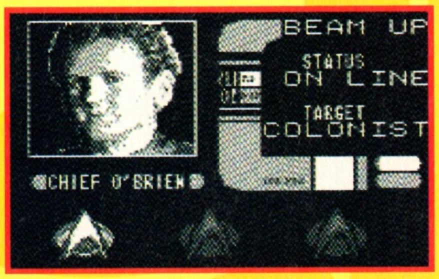
CMDR. RIKER: MISSION CONTROL

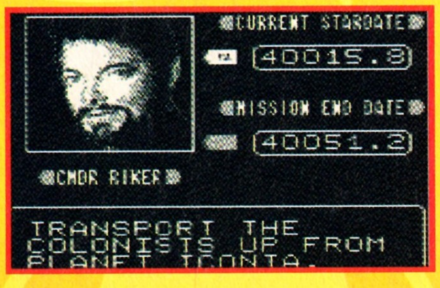
Ya don't wanna mess with this crazy homeboy. He makes sure you're aware of your orders and know how much time there is left to do the business. He also engages in the occasional break-dance 'burn' with Worf.


SHIEL
STATUS
LOWERED
LT WORF


COURSE
SECTOR
EARTH
STATUS
HALTED
LT CMDR DATA


POWER
POWER LEVEL
100%
BOOSTED SYSTEM
NONE
LT CMDR LA FORGE


BEAM UP
STATUS
ON LINE
TARGET
COLONIST
CHIEF O'BRIEN


CURRENT STARDATE
40015.8
MISSION END DATE
40051.2
CMDR RIKER
TRANSPORT THE COLONISTS UP FROM PLANET ICONIA.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	■	☐
ACTION	■	☐	☐	☐
CHALLENGE	■	■	☐	☐
REFLEXES	■	☐	☐	☐
ORIGINALITY	■	■	☐	☐

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	☐
DAY	■	■	■	■
WEEK	■	☐	☐	☐
MONTH	■	☐	☐	☐
YEAR	☐	☐	☐	☐

PRESENTATION 80

▲ A very handy password system with some nice intro bits.

GRAPHICS 75

▲ Most of the pics are very well drawn stills.

▼ Unfortunately, they still have a 'seen it all before' quality.

SOUND 55

▲ That infamous Star Trek tune...

▼ ...sounds crap.

PLAYABILITY 68

▲ The multitude of demands made up you at once makes things quite involved...

▼ ...but they soon get boring after a few missions.

LASTABILITY 64

▲ Getting used to the ship and the crew will keep you occupied for a while.

▼ The boredom factor will creep up on you all too quickly.

OVERALL 68

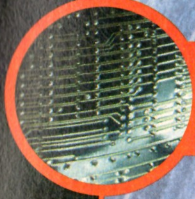
Plenty of attention paid to detail but once the player feels comfortable with the controls everything gets decidedly repetitive and dull.

SUPER NINTENDO
ENTERTAINMENT SYSTEM

MEGA MAN X
GAME START
PASS WORD
OPTION MODE

CART SPEC

- **BY:** CAPCOM
- **PRICE:** TBA
- **RELEASE:** MARCH
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 16 MEG



GAME INFO

- **PLAYERS:**
  1
- **GAME DIFFICULTY:**
  Tough
- **CONTINUES:**
  Infinite
- **RESPONSIVENESS:**
  Very accurate
- **1ST DAY SCORE:**
  Three levels
- **GAME ORIGIN:**
  Megaman X is a continuation of the NES Megaman series by Capcom

CONTROLS

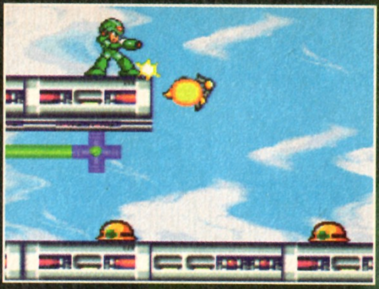
- **HOW TO PLAY:**
  Lead Megaman X through a nine stage, platform game. As he progresses X collects power-ups, modifying his super-human abilities.

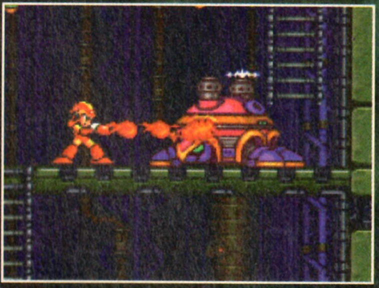
A	DASHES
B	JUMPS
X	NO FUNCTION
Y	TRIGGERS THE X-BUSTER
L/R	L: CYCLE WEAPONS R: CYCLE WEAPONS
S	START: STARTS/PAUSES SELECT: NO FUNCTION

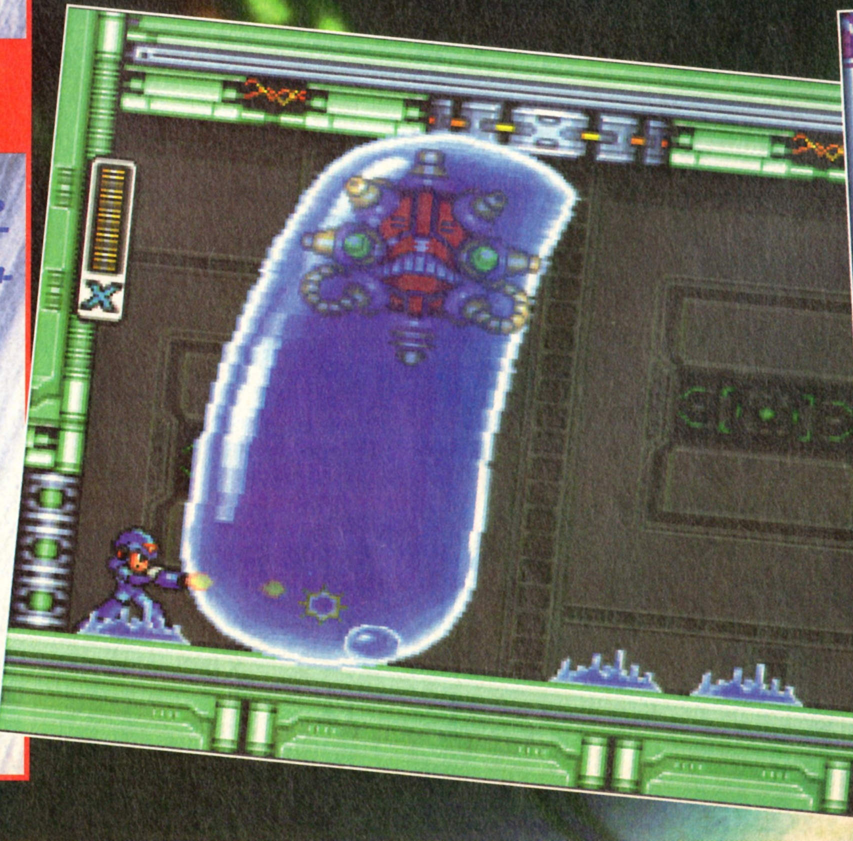
The Megaman series is fast becoming an institution. Owners of Nintendo's Game Boy and NES consoles are already partners to the innovative deeds of Capcom's foremost platform hero. And now, at last, the Super NES has its own Megaman adventure - Megaman X!

The scenario behind the game is set before Megaman even had a name! Simply referred to as 'X', the intriguing robot is discovered packed under ice, sealed within a time capsule. Dr Cain, a paleontologist, accidentally uncovers the secret laboratory of Dr Light - the genius responsible for the replicant human technology behind X. Upon tapping into one of Dr Light's computer terminals warning sirens sound and Cain learns that X's condition is somewhat unstable. Apparently Dr Light encased X in the capsule to closely monitor his bio-system for 30 years. Hopefully this period of incubation would iron out any bugs in the reploid's system and ensure that he was fit to serve mankind - not pose a threat. Due to the doctor's advancing years he could not possibly monitor X himself.

Overcome by excitement Dr Cain releases X and is stunned by the robot's strikingly 'human' traits. Using X as a blueprint Cain goes on to create reploids of his own. Unfortunately things go horribly wrong with several of Cain's maladjusted replicant humans turning maverick, some even injuring humans! The instigator of most of the trouble is a character named Sigma - Cain's most intelligent reploid. Sigma decides that all humans are inferior and instructs his followers to eradicate the entire human race! Of course X is the last remaining reploid who can turn things around and save Dr Cain's dignity at the same time. With the assistance of ZERO, a purposefully created law enforcement reploid, X endeavours to prove his worth and earn the title of Megaman!







SEAL OF QUALITY
Nintendo
MAGAZINE SYSTEM

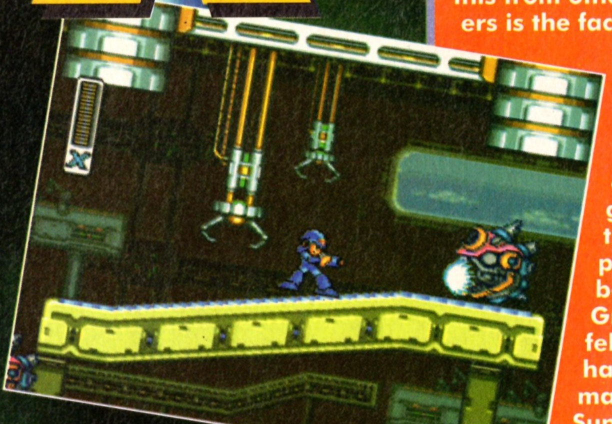
GAMAN X

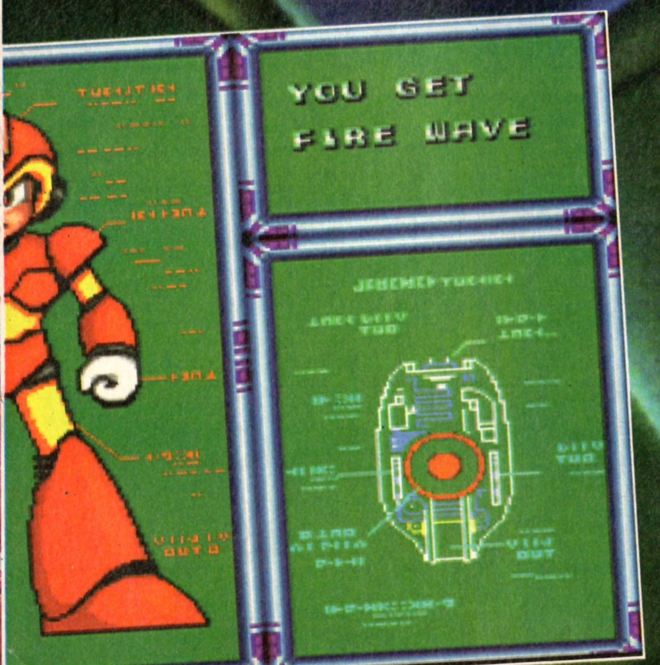
MMENT

ANDY

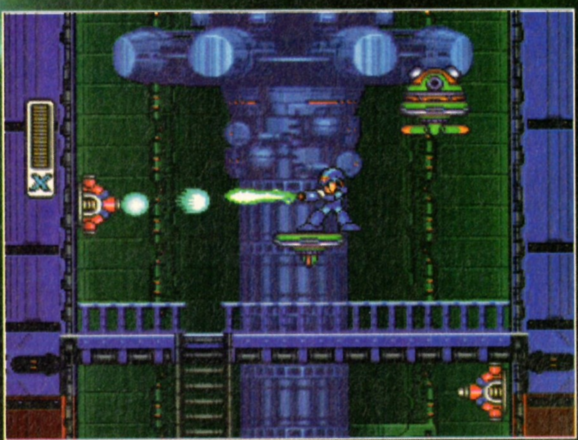
It's true that this is the game Megaman fans have been waiting for. Sadly, it's also true that all the things that used to really annoy about Megaman are still here, large as life and just as irritating. By which I mean Megaman's inability to duck and, worse, the way he gets knocked off platforms by some attacks and falls to his doom. Oh yeah, and the way that if you don't make to the end of the level you've got to start the whole thing over again. Grrrr!!! If you can live with these frustrating details you'll probably really enjoy Megaman X, as I found myself doing. The thing that separates this from other platformers is the fact that a lot of genuine skill and, moreover, intelligence is needed to complete the game and the more you persevere the better it gets. Graphically, I felt more could have been made of the Super NES' capabilities - bigger and more impressive sprites are commonplace elsewhere - but, small as they are, the graphics are nicely sharp with some nice touches. All told, Megaman X is certainly one of the better and more challenging platformers around and a fine addition to the ever-growing Megaman series. Worth an apples and look, as George has a habit of saying.

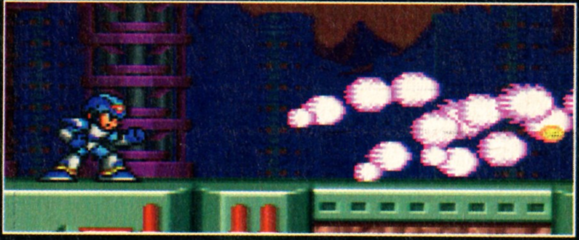
ANDY





YOU GET
FIRE WAVE





IMITATIONS OF LIFE

The Megaman series is always applauded for its innovative character design. Capcom even opened a competition in which we, the public, could suggest a few designs of our own. The reploids in Megaman X are the finest examples of Dr Cain's technology yet seen. Unlike other Megaman games where our hero confronts similar cyborgs to himself, this new batch owe much of their design to the animal kingdom. Anything is possible!

Launch Octopus
Location: Underwater Base
Height: 7.8 ft
Weight: 348 lb
Attacks: Homing Torpedo and Energy Drain.

Chill Penguin
Location: Frozen Wastes
Height: 5.34 ft
Weight: 237lb
Offence: Shotgun Ice and Sliding.

Flame Mammoth
Location: Incinerator Complex
Height: 10.5 ft
Weight: 719 lb
Attacks: Fire Wave, Oiling and Jump Press.

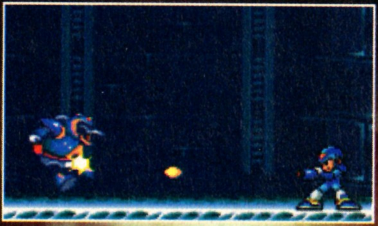
Boomer Kuwanger
Location: Tecno Tower
Height: 7.93 ft
Weight: 206 lb
Attacks: Boomerang Cutter and Dead Lift

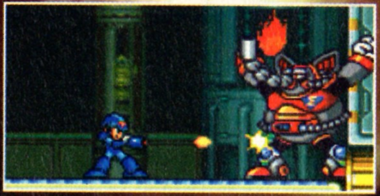
Sting Chameleon
Location: Mech Woods
Height: 5.8 ft
Weight: 169 lb
Attacks: Chameleon Sting and Iron Tongue

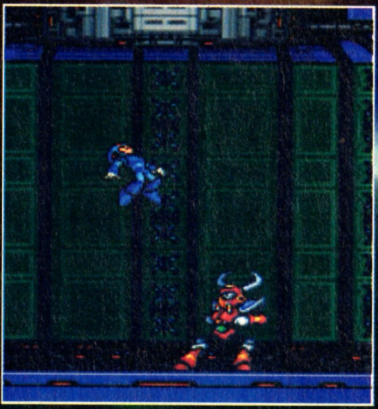
Spark Mandrill
Power Station
Height: 10 ft
Weight: 646 lb
Attacks: Electric Spark, Dash Punch.

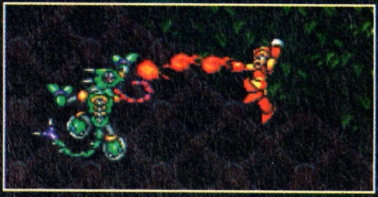
Storm Eagle
Air Base
Height: 8.2 ft
Weight: 275 lb
Attacks: Storm Tornado and Diving.

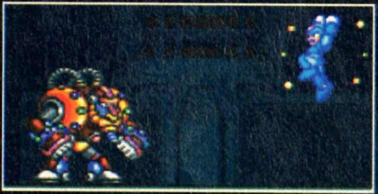
Armoured Armadillo
Location: Maverick Mines
Height: 6.36 ft
Weight: 510 lb
Attacks: Rolling Shield and Guarding.

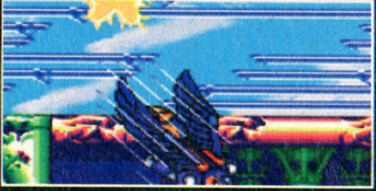


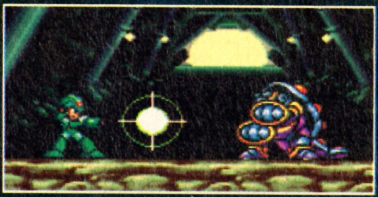








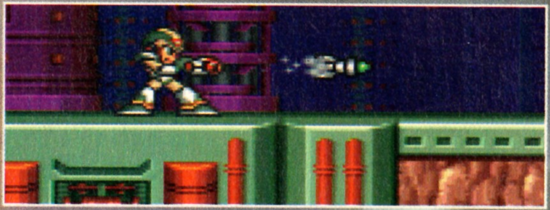


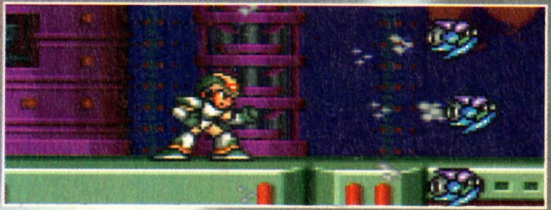


MEGAMAN

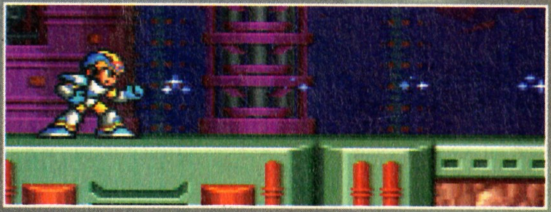
Once defeated, the Mavericks relinquish their weapons to X. And when all are vanquished he finds himself in possession of eight powerful modifications to his standard X-Buster! What's more the latter stages of X's desperate mission reveals an extra-special gadget allowing him to cloak himself with the power of whichever weapon is currently in use! Check this lot out:

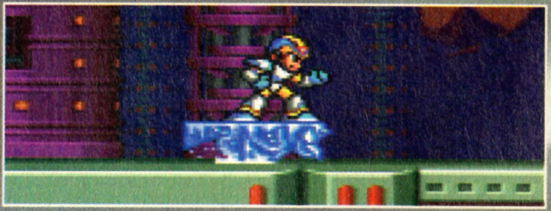
Homing Torpedo: The nature of these missiles give X the freedom to find a safe place whilst sustaining his attack on the enemy. When fully charged the torpedoes enlarge, becoming a barrage of robot fish to sort things out for him.



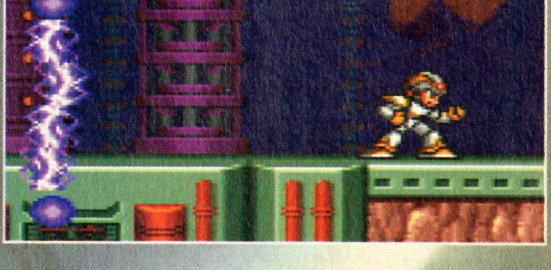


Shotgun Ice: Jagged balls of ice shatter on contact. X might miss his target but the subsequent shards usually find their mark! A high-powered blast of ice creates a platform for X to ride upon.



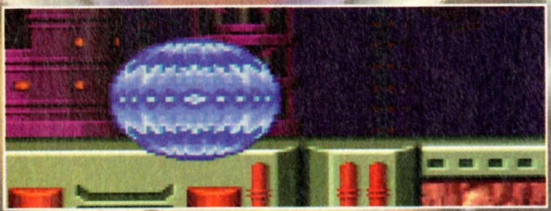


Electric Spark: Spark Mandrill's Electric Spark is extremely damaging when dealing a full-on attack. Confusingly the sparks also splinter, tracing floors and walls with the same force. A solid wall of electrically charged energy is fired forward and to the rear of X when the Spark is fully charged.

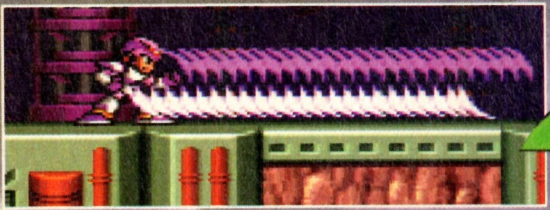


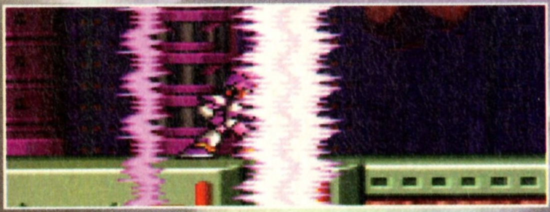
AT ARMS

Rolling Shield: Armadillo's shield bounces around until it finds a target, however it is best put to forming a protective sphere about X. When encased in such a way X can climb walls without fear of being damaged and lunge through densely populated areas unscathed.

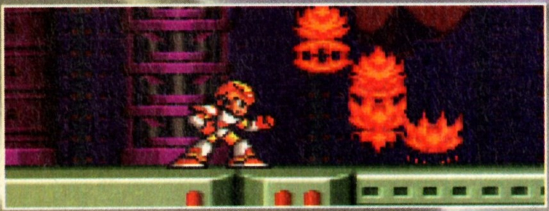


Storm Tornado: A whirlwind contained in X's fire-arm rents its victims apart like tissue paper. Its most powerful incarnation is a typhoon that strips the screen of damn near everything!

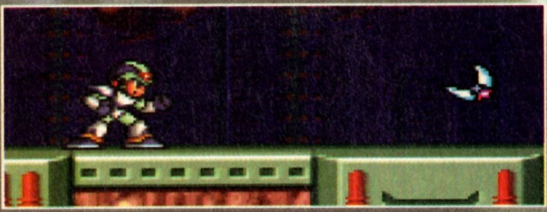


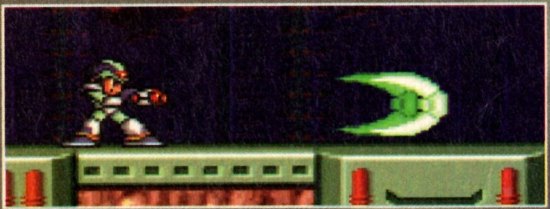


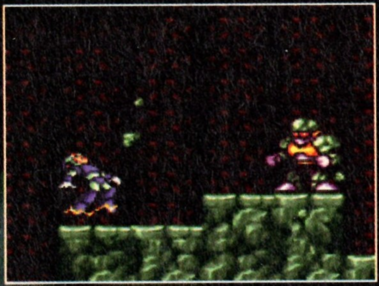
Fire Wave: Basically this was Flame Mammoth's answer to an incinerator, that was until X stole it from him. X can use it to create a wall of flame, under cover of which he creates absolute havoc!



Boomerang Cutter: Boomer Kuwanger's Boomerang Cutter is good for retrieving objects as well as damaging foes, placing awkwardly situated power-ups well within X's reach.







▲ Megaman's Michael Jackson impersonations did little to thwart the mechanoid onslaught.

MMENT

PAUL

The entire Megaman series is renowned for its inventive approach to character design and minute attention to detail. Now the saga continues, benefiting from the Super NES' 16 bit technology and is improved in virtually every way! Sadly Rush - Megaman's canine assistant - is absent, but this oversight is forgivable seeing as the scenario takes place before his invention. Otherwise X presents everything a player could expect from this character. X's quest is huge and presents a tough challenge, at times even seeming impossible but there is always a logical way around obstacles - a process that is consistently rewarding. Deciding upon increasingly effective ways of defeating every foe X meets is a more fulfilling alternative to the less involved approach adopted by most platform shoot 'em ups. X's arsenal of weapons forms an impressive array of fireworks without the special power-up obtained in the latter stages of the game - upon reaching his full potential X is a marvel! Some players may find X's inability to duck a tad irritating but for most this is the Megaman title Super NES owners have wished for - and much more besides.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	■	□
ACTION	■	■	■	■
CHALLENGE	■	■	■	□
REFLEXES	■	■	■	□
ORIGINALITY	■	■	□	□

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	■	■
MONTH	■	■	□	□
YEAR	■	■	□	□

PRESENTATION 93

▲ An intense atmosphere is sustained by means of a dramatic attract sequence and the in-depth character information provided makes it all seem so convincing. The password system used to save positions is very easily followed.

GRAPHICS 92

▲ Perfection right down to the tiniest of details. Having X's suit visually adapt with improvements made to his abilities is cool.

▼ Slight slowdown in places causes some scenes to look awkward. The Mavericks could have been bigger.

SOUND 90

▲ Excellent, fast and frenzied music made superb with great harmony and rhythm. Likewise the sound effects make a lot of impact.

▼ A wider variety of 'instruments' used could improve the music slightly.

PLAYABILITY 90

▲ The action never lets up. X has many abilities and an outrageous amount of fire-power to master! He's an awesome fighting machine.

▼ X is quite rigid and is incapable of ducking as an evasive manoeuvre.

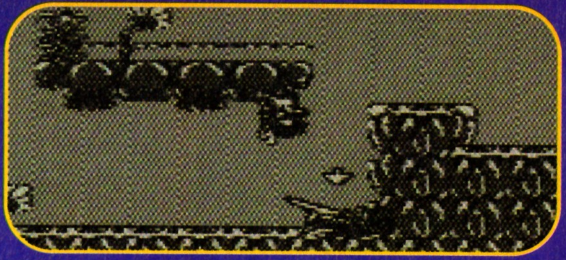
LASTABILITY 86

▲ The road to Sigma is a long one and the going is tough. Some areas benefit X by revealing extra items when revisited with a certain power-up.

▼ Doesn't take to long to discover it all.

OVERALL 91

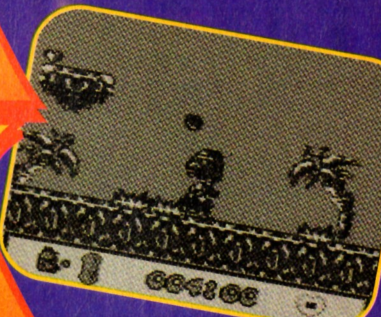
Megaman is Capcom's most celebrated platform hero and X is further cause for much jubilation! A classic title that all Super NES owners should possess.



CART SPEC

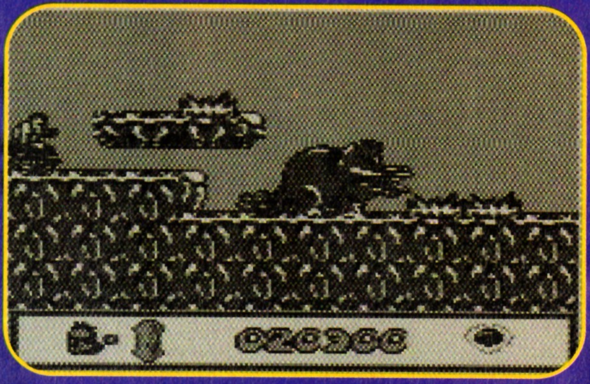
- **BY:** SONY IMAGESOFT
- **PRICE:** 24.99
- **RELEASE:** NOW
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 2 MEG

CHUCK ROCK

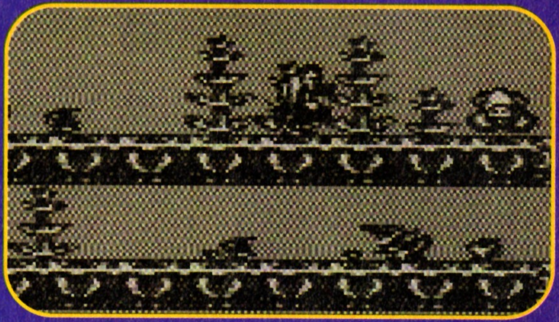


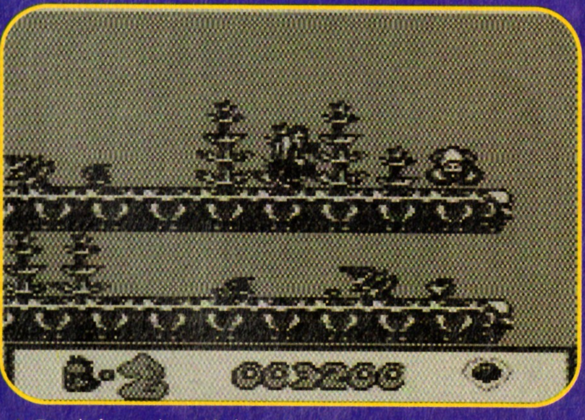
Just when you thought the wave of prehistoric mania had finally been driven into extinction, who should hatch out but Chuck Rock. Not content with appearing on just about every console and computer since the dawn of time, he's now belly-flopping onto the Game Boy. Featuring many of the same ingredients as the entertaining Super NES version, this is a platform game with a good dose of puzzle action too. While most of his kinsmen favoured the use of a club, Chuck rejected such mod cons in favour of a good honest belly-butt. But as Chuck struggles across the savage terrain he is forced to exercise his Neanderthal wits as well as his gut. In spite of what you might think, a myriad of uses can be made of rocks. Stand on them to reach higher platforms, throw them to kill enemies, bring spring boards into motion with them!

Shrewd minds out there might be aware that the Game Boy version of Chuck Rock is likely to lack some of the refinement it finds on the Super NES. In fact, it tries hard to maintain the best elements of the game: detailed backdrops, 'kick yourself' puzzles and plenty of sprites. Nevertheless it's a distinctly 'so-so' game. The action is slow and the controls are sticky, and while this doesn't make Chuck Rock frustrating, it does give the game a fair whack of plod along boredom. Not awful and not great, but so average that you may not want to bother with it.

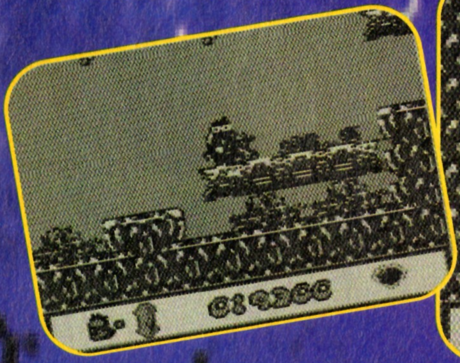


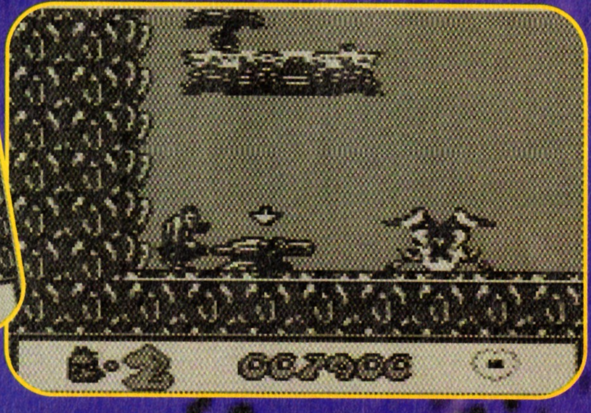
▲ Need a lift? Call Triceracabs .





▲ Top platform or lower platform. The choice, game fan, is yours.





▲ If only Chuck could locate the see-saw-like alligator...

RATINGS

PRESENTATION

▲ Options? You want Options? What do you think this is? A video game?

62

GRAPHICS

▲ Plenty of detail in the backdrops.

▼ Not much in the way of fluid animation.

72

SOUND

▲ Some happy-go-lucky tunes...

▼ ...which drive you mad.

68

PLAYABILITY

▲ No problems with collision detection.

▼ Mr Sticky is definitely in town.

67

LASTABILITY

▲ The thinking bits provide entertainment.

▼ The game isn't particularly difficult.

60

OVERALL

A game that has lost its fizz on the Game Boy. You know that incredibly huge pile of average platform games? It just got a bit bigger.

66

TETRIS 2
©1PLAYER
VERSUS
©1989,1993 Nintendo

CART SPEC

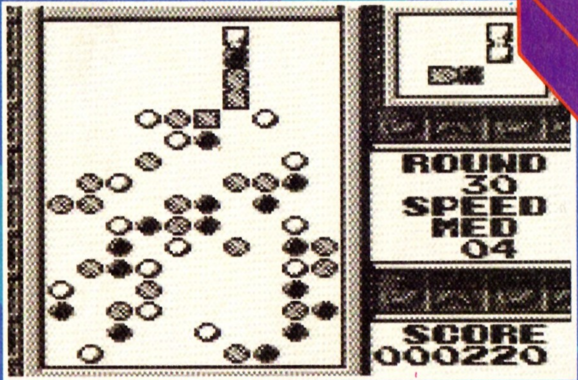
- **BY:** NINTENDO
- **PRICE:** £24.99
- **RELEASE:** TBA
- **GAME TYPE:** PUZZLE
- **CART SIZE:** 2 MEG

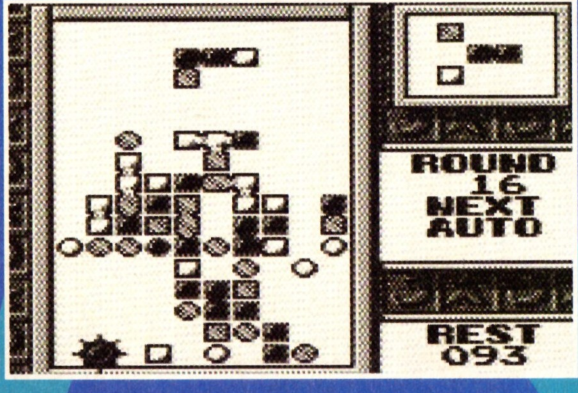
TETRIS 2

January 1994: squares, blocks and all other things rectilinear have decided to say "no more!!". No longer will they be boxed in, no more are they prepared to tolerate the likes of Bobby Davro or Willie Rushton sitting in them making 'witty' remarks on third-rate gameshows, they're especially chuffed off being arranged into rows in twiddly Russian puzzle games for our enjoyment and the thought of a sequel is more than most of them can bear - they are demanding their liberty and the right to wear curves in public. Even as we speak, they are planning their first wave of attack and are banding into small-but-tight units of four and attempting to break out from Game Boys everywhere. Only you can prevent this block uprising - will you accept the challenge of Tetris 2?

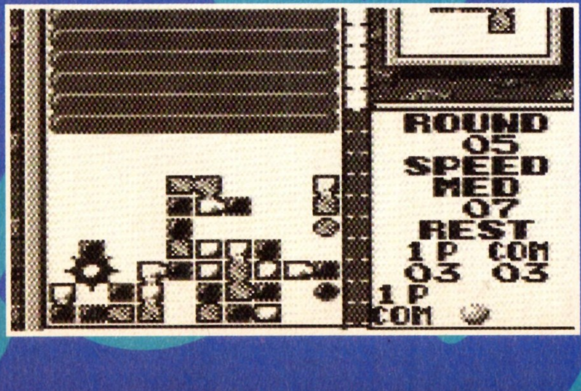
The object in this game is to prevent the blocks filling your screen and busting out. Obviously this cannot be allowed to happen. The easiest way to eliminate unwanted blocks is by arranging them into rows or columns of three or more of the same shade whereby the line disappears. Better still, though, is to incorporate the flashing blocks into one of these lines -destroying all these flashing blocks advances one of the thirty levels. There's a mind-bending puzzle mode too where object is to destroy the block formation in the least number of blocks. Players are limited to 100 blocks with which to perform this task - which is a bit generous if you ask me.

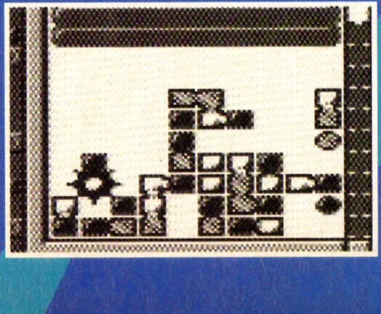
Tetris 2 is, as the box blurb claims, a tougher challenge than the original however it is by no means a more enjoyable one, and while the task in hand does get tricky rather quickly the actual aim lacks the addictive appeal that marked its predecessor. Once you've cracked all the levels there's no reason to go back for more - no 'record number of lines' to go for or tetrises to get. Nevertheless, it's not a bad game and puzzle fans will probably like it, but it just isn't Tetris for me.





▲ Quick, call the Tetris Police. There's a block flashing in the bottom corner of the screen.





RATINGS

PRESENTATION

▲ Dull title screen but all the options you'd want to tweak. Nice intermissions.

70

GRAPHICS

▲ Hey! It's only Tetris - how good do they need to be?

75

SOUND

▲ Sounds are not great, but pleasant enough for the block-dropping action.

70

PLAYABILITY

▼ Alas, not as responsive as good old original Tetris.

78

LASTABILITY

▲ 30 levels (and then some) .

▼ Little reason to return once completed.

65

OVERALL

A good conversion of the NES title, but still lacks the sparkle of the original Tetris.

74

INTERACTION MAILBAG

A few days ago I was enjoying a few drinks at my local, 'The Shell and Reef', chatting with Sam the Turbot and Roger the Pike about how to spot and avoid fishing bait. Sam argued that the way a good fish can tell whether or not the maggot is inert is by checking its movement in relation to the water currents. Refuting this, Roger passionately argued in favour of carefully inspecting the maggot for fishing wire. Anyway, the evening progressed and both Sam and Roger grew more adamant in the defence of their theory. By this time I was starting to get real peckish. All of a sudden it occured to me...Sam and Roger looked really tasty! So, in a gluttonus fit, I ate them. It's great when you can have a nice evening out with friends and get a great meal into the bargain. You've got to arf, haven't you? But hey, enough of me. Keep those rather maggoty attempts at humour coming to SEAL'S MAILBAG, NMS, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. There's ONE HUNDRED POUNDS for the best letter of the lot!

STREET FIGHTER TURBOT

Dear SEAL
I am writing to you with a suggestion on how to improve an already excellent mag. I find that some reviewers give games percentages according to their personal opinions. For someone who purchases games according to the scores they obtain this can be a bit misleading. I have thought of a way to counter this - incorporate a reader review section in which readers write in expressing their own feelings about the same games. If, for instance, three or four readers wrote in about the same game you could average the scores they gave it and use the result as a second opinion to the reviewers scores. This way you would get a wider range of views.
Ibrahim Amin

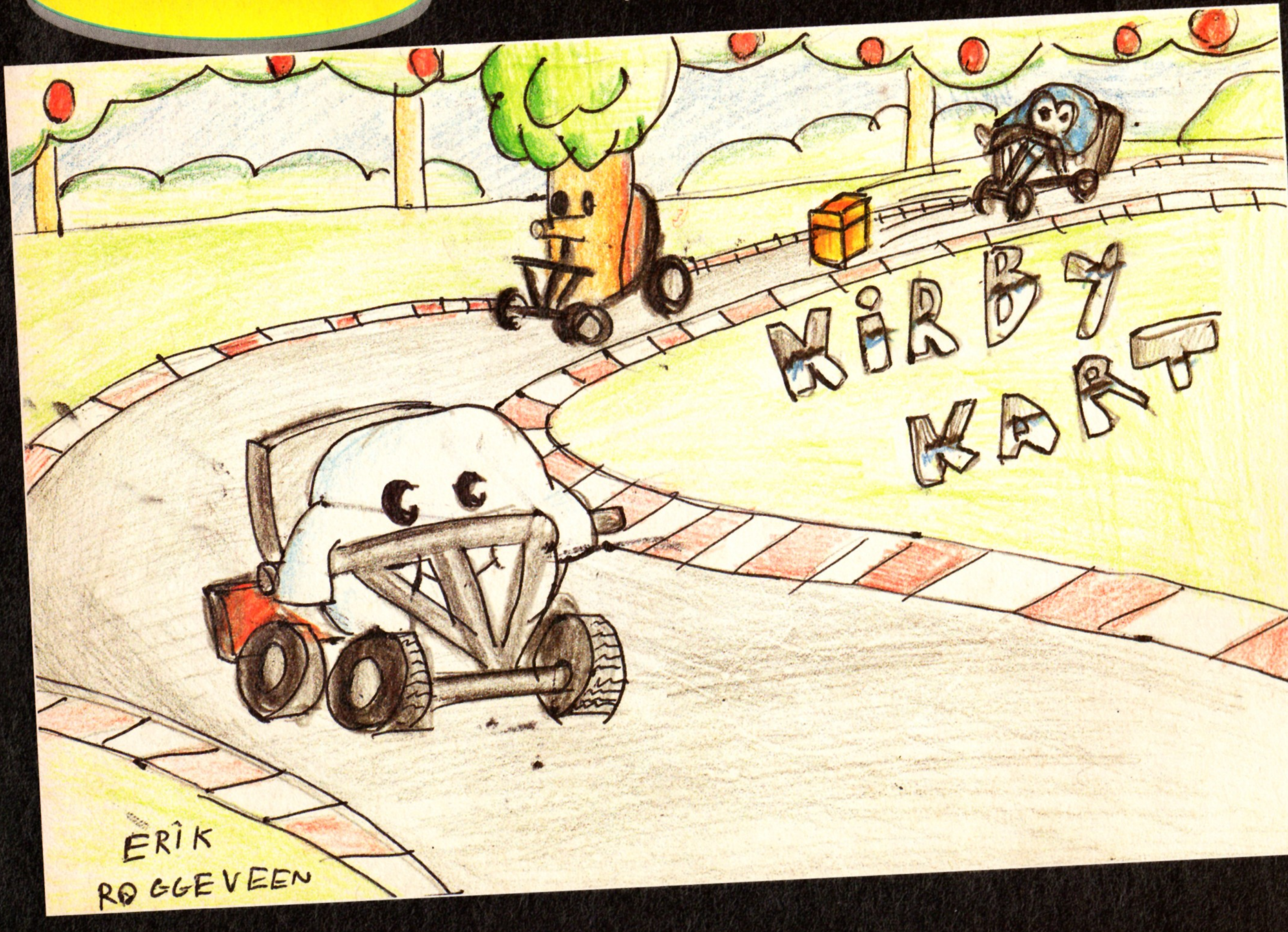
SEAL: So what happens when it's a game that won't be out for a while? I know, we could have "reader review forums" where we bring a group of readers down, wine and dine them and put them up in a top-class hotel for the weekend then let them loose on our exclusive review carts. On second thoughts, go away impudent lobster.

CODS

Dear SEAL,
Wow! Your magazine is so inconsistent it continues to amaze me. Take page 117 of the December issue - question to NMS about the release of Super Streetfighter. Answer from Jaz: "At the moment there are no plans to release Super Streetfighter on any console or computer. Got that? No plans." Continue to page 124: "Super Streetfighter comes to Super NES!" I have a question: do the writers of Nintendo Magazine System confer or not?
Stephanie Tate, London SW10

SEAL: Oh dear, another sad case. Did it ever occur to you that Q&A might have been written before the News? Did it ever occur to you that our exclusive Super Streetfighter story was so hot we only managed to get it in at the last minute and had no time to change Q&A? What would you rather we'd have done: not told you the news so you couldn't whinge about Q&A? Luckily most of the NMS readership does at least possess half a brain and you'll no doubt be pleased to hear that you're the laughing stock of the office, nay, entire game-playing nation.

▼ Wow! Erik Roggeveen did this...



SEAL OF QUALITY
Nintendo®
MAGAZINE SYSTEM

SUPER GHOULS N' GUPPIES

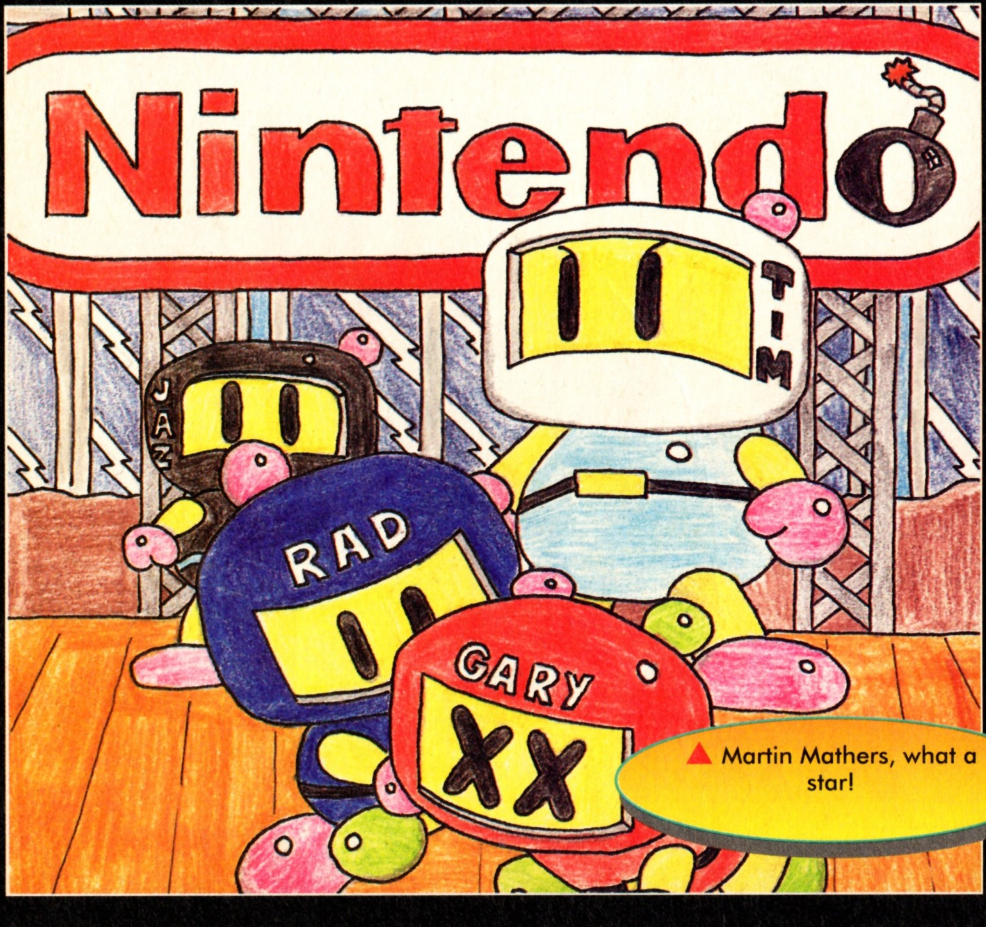
Dear SEAL
In issue 16 Dave Cousens wrote in to you and he said Kirby was crap! I was shocked. I bought it when it was released, and after about a week I had completed it. Only because I forced myself not to use any continues. Usually I don't like games which are too easy, but I keep on playing Kirby's Dreamland. I play it every day and I still love it, and so do Interplay, Ocean and Nintendo themselves! Yes indeed, lots of games use things out of Kirby's Dreamland. Take a good game like Starwing: when I came to Andross he tried to suck me in - just like Kirby! And in Lost Vikings I came to a level where the Vikings pumped themselves full of air and started to fly, just like Kirby! And in the Addams Family, in the garden there is a tree with a face on it. It looked like the level boss out of another game.

Well, by now you should have noticed that I am the owner of a Super NES and I was wondering if we would see a game such as Super Kirby appear on Super NES, or even games like Kirby Kart or Kirby Paint. They would be better than Mario's games seeing as Kirby is better than Mario. Yes indeed he is! When Mario wants to fly he needs a cape or rabbit ears and then he can only fly for a short while. And he isn't even strong enough to walk: he needs dinosaurs to carry him! Kirby just needs some air and he can fly forever and ever. He is much better than Mario in every way.

Also, in issue 11 you showed Kirby's Pinball. When are you going to Review that? And if you don't answer my question I'll send you another letter with questions like: when's the colour Game Boy coming out.

Eric Rogeveen, The Netherlands

SEAL: When I recieved this letter I had a real struggle preventing Paul from invading my luxury pool to answer it. Paul already has 15 Kirby tatoos on his body, has changed his name by Deed Poll to Mr Kirby Kirby and is currently undergoing therapy because he claims Kirby is in fact the second coming of Christ. Kirby does arouse a lot of passion though. Only the other day I saw a horde of eunuchs battling over the little fella. I can't think why. But back to your letter, if you've read the issue you will already have come across the Kirby's Pinball review and indeed a sneak look at an all-new Kirby game for the Super NES. We ought to get medals, you know.



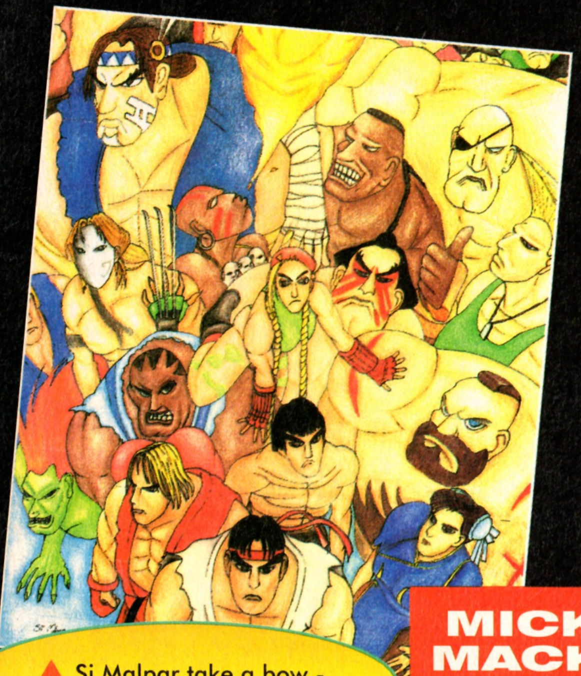
▲ Martin Mathers, what a star!

KIRBY'S BREAMLAND

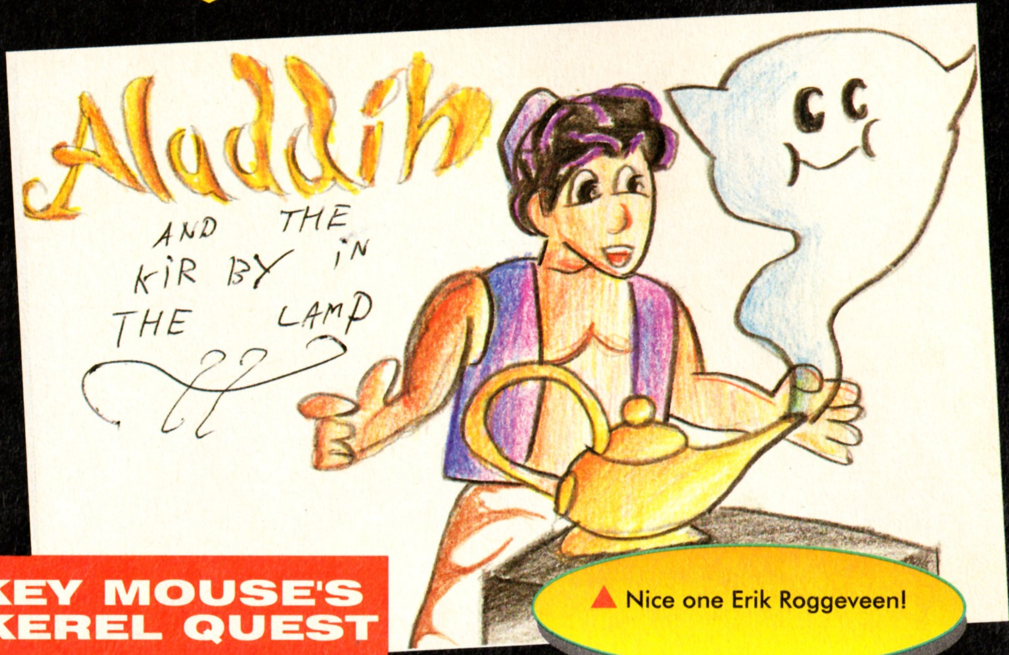
Dear SEAL,
At the weekend when I was in town I went into HMV and was browsing through the Super NES bargain box when I found a game called Super NBA All Star Challenge, so I popped home and looked through every magazine but there was no review of the game. So, SEAL, I wondered if you could help me and tell me: is this game good or is it cack? You're my only hope!
Drew Ellis, Malton, N Yorkshire

SEAL:It's cack and this is a question for Q&A, you dolt!.

INTER ACTION
MAILBAG



Si Malpar take a bow - this is GREAT!



Nice one Erik Roggeveen!

THE SECRET OF MINNOW

Dear SEAL
I've got a subscription on your mag and the first time I recieved it I got it a few days earlier than my newsagent which I thought was really neat. But the next few months I got my issue a few days later than my newsagent. Now, 11 issues later, it's the 9th January and my newsagent has had the January issue for about two weeks and I still haven't recieved mine. Now I ask you: how come?
Kevin Van Staveren, Rotterdam, Holland

SEAL:Hello again Kev. 'How come?' Well I'll tell you. Recently Saturn has been moving out of sequence with the lunar eclipse, and this has forged what scientists call a 'polarised matrix inversion'. The thrust of the different magnetic fields pulling away from each other has caused this inversion to create masses of static particles thus resulting in the lateness of your NMS issue.

MICKEY MOUSE'S MACKEREL QUEST

Dear SEAL
Could you please put this picture in next month's NMS magazine. Thank you.
Robert Steel, Barking, Essex

SEAL: I was going to, but decided that a blank hole would be far more interesting - so here's one of them instead. Good, eh?

RAINBOW TROUT ADVENTURE

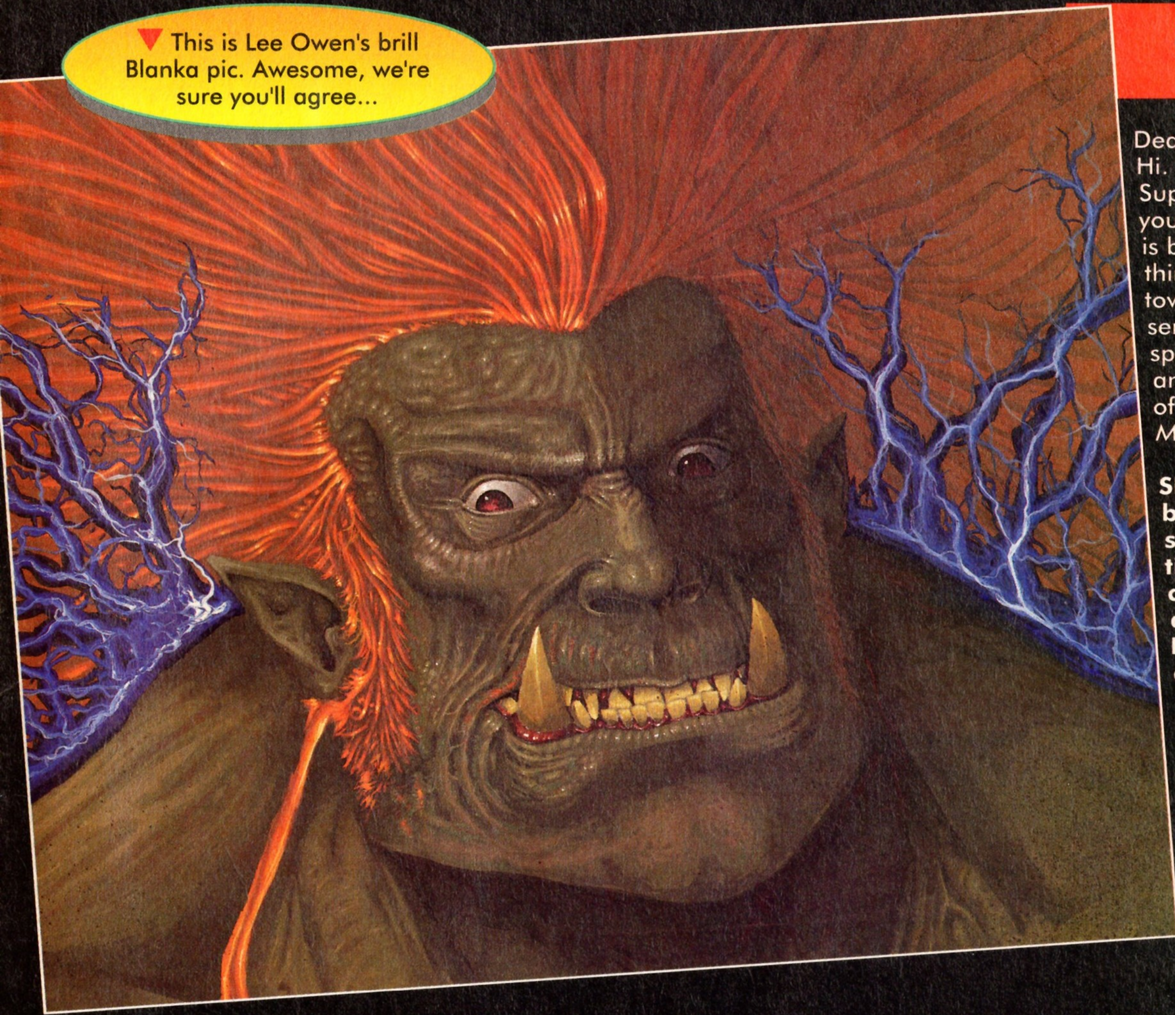
Dear SEAL
I think video games are much too violent and have too much effect on children. I've for SF2 Turbo and Mortal Kombat myself and I love them but every time I stop playing I smash my joypad and go out on the streets to beat everyone up. I totally lose control and throw fireballs at little children, give dragon punches to old ladies and if I'm really mad I do death moves at skinheads. When I play MK in the arcades I get so angry that they've got gore and the Super NES version doesn't that I beat people up some more. So, now you see that video games are much too violent.
Kevin Stavesen, Rotterdam, Holland
PS I think Mr Nutz is too violent because now I throw nuts at everyone.

SEAL: I can really appreciate your problem. Like yourself, I'm easily influenced by practically anything I see. I was watching Emerdale yesterday and as soon as it finished I hurried down to the Estate Agents to check out the going rate for a farm house, grew a pair of enormous side burns and invested over £1000 in cabbage seeds and livestock.

STICKLEBACK OF THE FUTURE

Dear SEAL
Yes you've done it again. You've produced another glossy, well disguised, money grabbing hoax akin to that of the Streetfighter 2 video debacle you did a while back. What am I talking about? The NMS 1994 Nintendo Game Guide that's what. Let's be honest about this, it's just a blatant attempt to gain cash from the regular buyers of NMS who, upon buying it, will discover that it is nothing more than an elongated, glorified version of the Nintendo Nindex that appears in the normal NMS. Money for old rope as my gramps might say. It was also grossly over-priced, you even had the audacity to put "Only £3.45" on the cover. As a regular buyer of NMS this whole thing saddens me as it has shown you to be nothing more than a bunch of contemptible, tight fisted penny pinchers, and I am pretty sure that you will not print this letter in accordance with the old saying "the truth hurts".
Damien Shaduss, Wye, Kent

SEAL:To put things simply this is a free market. If you feel the desire to buy a product you can go ahead and buy it. The only person forcing you to make a choice is yourself. The NMS Games Guide is exactly what it says it is. There's nothing in it or on it to suggest otherwise. If you're a regular reader who buys and keeps all of your copies of NMS then it isn't much use. Essentially it's aimed at those who don't, or those who'd prefer to have a more permanent summary of what's what as far as Nintendo games are concerned. Oh, by the way, do you really call your grandad 'gramps'?! I bet you call your nan 'grammy ' as well...



▼ This is Lee Owen's brill Blanka pic. Awesome, we're sure you'll agree...

ZELDA: LINK'S HAKE ENDING

Dear SEAL
Hi. My name is Matt Scarfe. I am now a Super NES owner. What I want to know is if you think Streetfighter 2 or the Turbo version is better. I want to buy it. What shop do you think I should get it in? There is a Dixons in town and a Comet near by. Also could you send me a special guide telling me all the special moves and any cheats. If you've got any Streetfighter figures could I have some of those as well?
Matt Scarfe, Watford, Hertfordshire

SEAL: Matt, it would be a pleasure. On behalf of the NMS team I'd also like to send you six cases of champagne, four tickets to any sporting event of your choice, a free holiday in Barbados and a lifetime supply of Harrods hampers. If there's ever anything else you'd like don't hesitate to drop us a line. Hey, and thanks for reading. We love you Matt!

AND THAT LAST LETTER PROVING JUST TOO MUCH, SEAL HAS SLIPPED BACK INTO THE SEA TO AVOID SLIPPING INTO A COMA. IF YOU'RE CURRENTLY RECEIVING REMEDIAL HELP, WHY NOT BOOST YOUR THERAPY BY DROPPING OUR FLIPPERED FRUITCAKE A LINE. YOU MIGHT JUST WIN £100...

WIN! TRIPS TO USA COMPETITION WIN!
One trip per month to be won!
SPACECAMP
Plus DISNEYLAND
At SPACECAMP experience a simulated (like very real!)
SPACE MISSION OR COMBAT MISSION
With authentic training as either
ASTRONAUT OR TOPGUN
Minimum Age 10 yrs   Minimum Age 13 yrs
2nd Prize monthly CD ROM
0891 333551
PLAY AS MANY MANY TIMES AS YOU LIKE - BE THE FASTEST AND MOST ACCURATE TO WIN!

Conditions of entry: The promoter is whiston Limited, Riverbank House, Putney Bridge Approach, London SW6 3JD. Entry is open except that employees and families of the promoter, Advertiser, and sales promoter agency are not eligible. Entries close for the prizes first drawn 31.1.94 and then at the end of each succeeding month whilst the competition is offered. Winners will be annouced in this magazine and on the competition line, and winners will be notified by registered mail. Prizes are not transferable or redeemable for cash. The judges decision is final and no competition will be entered into. The competition is a game of skill not chance and all entries will be judged on merit. Calls cost 36p per minute cheap rate and 48p per minute at all other times. Max duration 7.5\ minutes. If you do not pay the phone bill be get permission before making this call. For further details and information call 0891 333552.

Q+A
READER SYSTEM

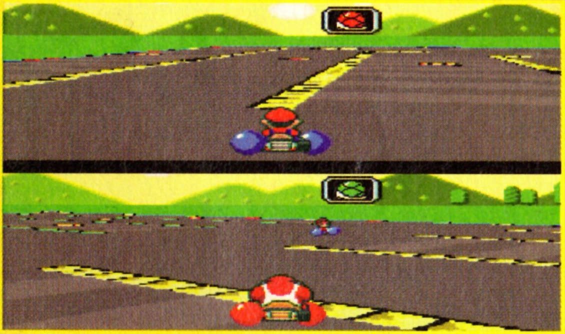
YOUR ATTENTION PLEASE! THIS IS A CUSTOMER ANNOUNCEMENT! Following the departure of worldwide games guru Jaz Rignall to single-handedly solve the problem of the California earthquakes, NMS has been faced with a tricky little poser. Who the hell would do Q&A? This was a problem for, oh, about five seconds until everyone ganged up on Tim, played on his conscience and good nature, explained the responsibilities of editorship and suggested that he take up the cause - using his vast international network of highly-placed contacts to supply the information NMS is famous for. We begged, we pleaded - and when that didn't work we gave him a Chinese burn. The result is Tim's Q&A, a veritable goldmine of gaming nuggets carved from the crevices of software houses around the world. It may not have the same ring as Jazza's Q&A, but you can't have everything. However, if you really want to wind Tim up you should address all your queries to TIMOTHY'S Q&A, NMS, 30-32 FARRINGDON LANE, LONDON EC1R 3AU - because he *really* hates being called that. Anyway, enough of this drivel. On with the questions that count...

Q ON THE

Dear Q&A
Please please please could you answer some questions for me, because I'm dying to know the following:
1. When will Super Air Diver be released?
2. When will NBA Jam be released?
3. How far can you get on Super Mario Bros Lost Levels?
4. A few issues ago you had a Mario guide with your magazine in which you had the Lost Levels competition. What chance have I got of winning? I haven't sent my entry yet but I'll have to hurry.
COLIN HOUSLEY, Somewhereston

A

TIM:1. Later this year, but don't hold your breath because it's Not Very Good.
2. It should be out in March. Buy it the second you see it.
3. All the way.
4. If you haven't sent in your entry, how the hell do you expect to win?



▲ Oh dear. Some screen grabs taken by a poor Mario-choosing person in last place and not doing well against Junior either...

▲ Remember, kids - setting fire to your farts is dangerous and not at all clever...

Q OFF

Dear Q&A
My friend told me that when he was playing SF Turbo he went Ryu and Ryu fired an orange fireball. I told him he was talking crap. I went home and played Turbo and went Ryu and there before my eyes he done the same orange fireball. I couldn't believe it. He hasn't done this since. Could you explain this to me, please.
COLIN WATSON, Edinburgh

A

TIM:The original orange fireball appeared as a colour glitch in the arcade machine. Capcom decided they quite liked it and deliberately left it in the Super NES conversion to stay as faithful as possible to the arcade original. (This reply is also to Michael Sohor and the billion and one other people who have written in with the self same question).

Q POOR

Dear Q&A
Please will you answer these questions for me?
1. Will FIFA International Soccer ever reach the Super NES?
2. What is the best driving sim on the Super NES?
3. Are there any new Soccer games appearing for the Super NES this year?
4. Which would you buy: Super Mario Kart or Rock and Roll Racing?
SCOTT O'BRIEN, Alexandria

A

TIM: 1. The word is that it's planned towards the end of this year.
2. Surprisingly, the best "sim" is Nigel Mansell's. Mario Kart, F-Zero and Exhaust Heat 2 are all much better racing games, though.
3. Yes. Kick Off 3 and Ryan Giggs Championship Soccer to name just two.
4. Super Mario Kart.

C DOME 5003100

Q

Dear Q&A
I have one question: what should my next Super NES game be? I am a fan of Konami.
SKEG JONES Milton Keynes

A

TIM: I have one answer: Tournament Fighters.

CHINBEE
PUNCH
JUMP
2P
2:43
CHINBEE
PUNCH
JUMP
1P

Q THE BED

Dear Q&A
I have one or two questions to ask you.
1. A saddo in my class reckons Sega own Nintendo. Please set him straight.
2. Will Project Reality have a virtual mask or will it be a regular console?
3. Is Virtual Soccer better than Striker?
4. Why do games that come out on the Super NES and Game Boy not usually come out on the NES?
Thank you and bye.
JEFF HUGHES Knebworth
PS Please print this so I can stick it on my wall.
PPS My friends will be dead jealous.

A

TIM:1. He's so stupid he ought to be set in plastic and preserved for posterity.
2. It'll be a console, although Nintendo may decide to launch a mask add-on in the same way they launched the Super Scope a while after the machine's release. However, by 1995 those big clumsy masks will be old news and everyone playing virtually reality games will probably be using eyesets similar in style to wrap-around sunglasses.
3. It's more faithful to the game, but Striker's slightly more fun.
4. It's not commercially viable for software houses to convert every game onto NES, because there's such a vast library of stuff already available. The games which do tend to make it to 8-bit are usually conversions of the very best stuff around - Kirby for example - so you can't really complain. Or maybe you can.

Q YOUR PANTS

Dear Q&A
Please could you answer these questions?
1. If you could buy any platform game for the Super NES apart from the Mario games, which would you buy?
2. What's the best game coming out in the next couple of months?
3. When is the next console coming out from Nintendo?
RORY TAVERNER, N Ireland

A

TIM:1. Take your pick from Mega Man X, Rainbow Bell and Cybernator.
2. How long is a piece of string?
3. At the moment Project Reality is slated to arrive in the arcades next year and in homes in 1995 at around £200. Well, that's the plan. If you want my opinion, things may happen a little faster than that. In fact, I'm going to predict that we'll be printing some BIG news in NMS in the near future.
4. In answer to your unprintable question: Striker.

Q YOURSELF

Yo, Q&A
Could you please answer me some questions?
1. When is Super Streetfighter coming out in the UK?
2. How much will it be?
3. Are there any decent games coming out for the MultiTap?
4. Will we see the following games: F-Zero 2, StarWing 2 or Striker 2?
5. What happened to Streetfighter 1? Was it ever converted to the Super NES?
Please print this letter.
AARAN J KIRK, Nottingham

A

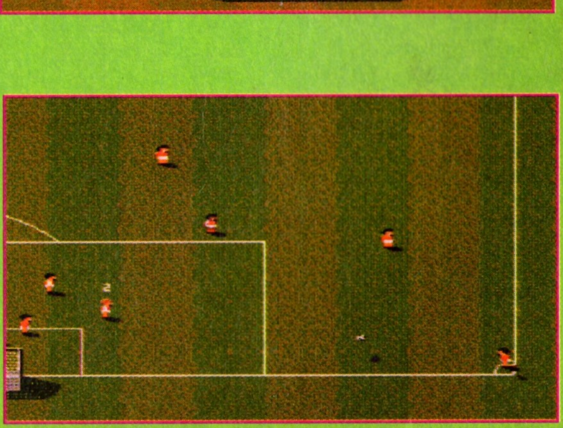
TIM: 1. It's planned for June release in Japan. A UK release date has yet to be decided. Don't wait for it, though. Buy Turbo instead - in my opinion it's the better game.
2. Don't know yet.
3. Stacks. NBA Jam, Super Bomberman, Madden '94, NHL 94 and Secret Of Mana to name just five. There will be more. Lots more. Got three pals? Get a Multitap. It's as simple as that.
4. No, yes and yes.
5. Streetfighter 1 was a distinctly average (well, below average actually) arcader which never made it onto Nintendo. Its only importance is that its distinctly lukewarm success spawned a sequel which learned from all the mistakes and became the best fighting game ever. The lack of SF1 on Nintendo is no great loss, so try not to worry about it. Life goes on.

Q TAKING THE

Dear Q&A
Please print this because I would like to know the answers.
1. What should I buy: Empire Strikes Back or Sensible Soccer?
2. Are there any plans for Striker 2?
3. Is EA Fifa Soccer coming onto the Super NES? If so, when?
4. Is Zool any good.
5. Are there any plans for a new wrestling game for the Super NES?
CRAIG CUNNINGHAM, Glenrothes, Fife

A

TIM: 1. Sensible Soccer.
2. Yes. It's called World Cup Striker and will be out in time for, wait for it, the World Cup.
3. I've already answered this.
4. No.
5. Nothing specific, but the word is that Acclaim have something up their sleeves. And don't forget that Capcom may choose to convert Saturday Night Slam Masters, although that's only pure conjecture at this stage.



Q+A
READER SYSTEM

AAA 857409
KO
ZANGIEF
94
ZANGIEF

Q
ON THE

Dear Q&A
I have a few questions that I would like answered:
1. Will any of the new SFX games have a two player mode?
2. I happened to be watching Bad Influence recently (don't worry, I'm not a fan) when I noticed the feature on a computer that was built by Nintendo with Silicon Graphics' help. Is this the computer format of the console machine you previewed in the News section of issue 13? The graphics were truly stunning.
3. Any new software for the Super Scope? I'm feeling that money I spent on the bloody thing could perhaps have been spent more wisely.
4. Since the Project Reality machine won't be in our homes until 1995, does this mean that Nintendo aren't going to release any new hardware until this time or are they planning a new 32-bit hand-held machine?
Anyway, that's it for now. Hope you print the letter.
MATTHEW McVEY, Cumbernauld, Glasgow.

A

TIM: 1. Yes. StruntRace FX will feature dual play, and so will StarWing 2.
2. It's called Project Reality and you can read more about it in this month's News.
3. Battleclash 2 is on the way, but give it a look before parting with your cash. It's another so-so game for a very so-so peripheral and right now there doesn't seem to be anything better on the horizon.
4. Good question. There are lots of industry rumours floating about at the moment, and one of them involves Nintendo taking on an extremely smart piece of kit. However, this may not be true, so I'm not going to risk disappointing people by going into detail. However, the smart money says there will be a new machine available before 1995. Sorry to be so cryptic, but there it is.

Q
WEAK

Dear Q&A,
Please could you answer these questions for me?
1. Is EA's FIFA Soccer coming out for the Super NES?
2. If so, how much will it cost and when will it come out?
3. Is Jungle Strike going to be released for the Super NES?
4. When and how much will it cost?
5. When is the Multitap going to be released?
6. How much will it cost?
7. Is there going to be a Mario Kart 2?
8. What do you think of Big Boy Barry's joypad, 6pm Tuesday's on Sky One.
9. My sad cousins think your mag is a pile of turd and your reviewers are a bunch of drunk, illiterate, incompetent, ignorant baboons. Please could you correct them?
Thanks.
MATHEW SNOW, Leigh-on-Sea, Essex.

A

TIM:1. For the last time, yes.
2. It should be out in a few months. No price yet.
3. Yes.
4. Soonish. No price yet.
5. You can buy it now.
6. It'll be written on the price tag.
7. I wish I knew.
8. I think it speaks for itself.
9. Check with your mum that there wasn't some sort of mix up at the hospital. How can such pathetic excuses for people actually be your cousins? Insist that they are swapped for your real relatives, and if that doesn't work you could always part exchange the lot of them for a one-legged chimpanzee in a coma.

Q
YOURSELF LAUGHING

Dear NMS,
Please could you answer my questions? THANK YOU!
1. Will Lemmings 2 finally come out for Super NES? If so, when?
2. Will the Super CD ever come out? If so, when? How much will it cost and what games might it bring?
3. Will Mortal Kombat 2 come out on the Super NES? If so, when?
4. Will Cannon Fodder come out on the Super NES? If so, when?
5. Which game is best out of Zool 2, Mr Nutz and Plok and which do you think is second best?
6. Will there be an F-Zero 2 coming out for the Super NES? If so, when?
7. I know it's on the cards, but when will Street Fighter 3 actually come out?
8. I also know StarWing 2 is coming out, but when?
THANKS FOR ANSWERING MY QUESTIONS. FOR ME YOU ARE A PAL.
THOMAS LEACH, Hove

A

TIM: 1. Yes. It's very good and coming late Spring/early Summer.
2. For the last time, the Super CD has been ditched and won't be coming out, ever. NEVER, YOU HEAR ME? NEVER!
3. Yes. Summer.
4. Highly probable. No date yet.
5. Mr Nutz, followed by Plok.
6. Not that I'm aware of.
7. Not for aaages! A Turbo version of Super Streetfighter will appear in the arcades first. You'll be lucky to see anything of Streetfighter 3 this year.
8. December. See this month's News for more details.

Issued by MIDLAND BANK plc 1994

GREED, CORRUPTION & THE MIDLAND LIVECASH DEAL

Sue 14

got one of our free Megadrive systems – then charged her kid brother a whopping £3 an hour to use it.

Steve 17

wasted all his cut-price cinema tickets in blundering attempts to impress his sister's friends.

Joe 15

ordered his "Pizza for a penny" pizza and then deceitfully asked his girlfriend to pay half the normal price.

Carl 11

took full advantage of our half-price Sega games offer. Now leaves his room only for meals.

Can you handle it? Opening a Livecash account will bring you many things. Free gifts, competitions. Big money off Sega, Nintendo and Amiga. But it can also bring out the worst in you. You have been warned. Find out more by sending us the coupon, or by asking at your nearest Midland branch, or by calling us on 0345 180 180. Lines are open 8 am – 8 pm, Monday to Friday. All calls charged at local rates. Livecash is available to 11 – 18 year olds.

0345 180 180

NAME (MR/MISS/MS) ____________________

ADDRESS ____________________

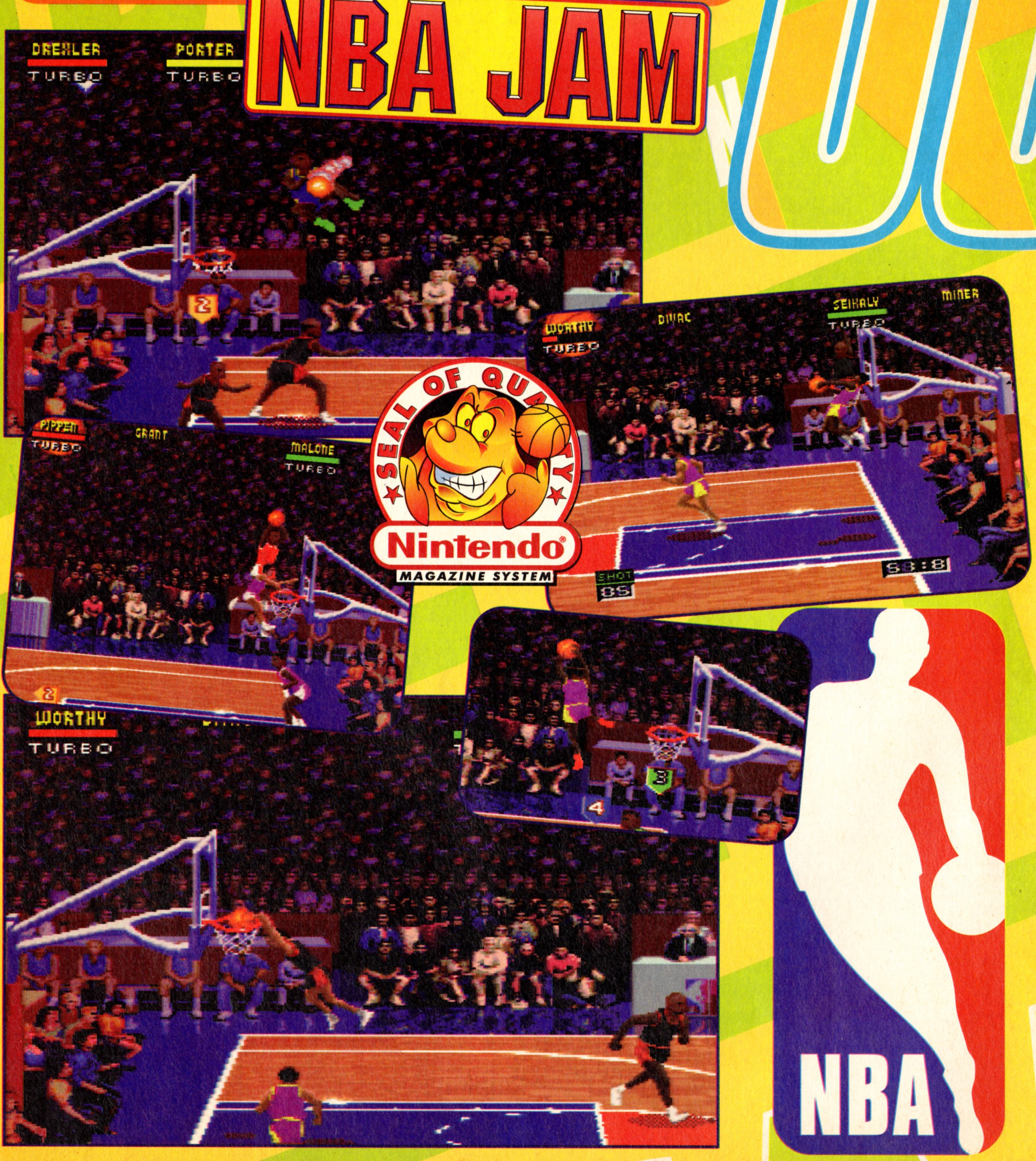
POSTCODE __________ NINTENDO/3

MIDLAND
The Listening Bank
member HSBC *group*

NBA JAM

SUPER NES PRICE:£49.99 RELEASE:MARCH RATED:93%

Dave here. Look I,m no jurnalist rite, but I no how to rite! and puntuation and that, not just crayons 'n' paper. But I,m here again to promote the wonderful NBA JAM. If you read last month's sports special what I desined you will already know that it rates as *THE* best SUPER NES sports game to dayt. This is due to its imm, immm, huge playability, superb speech, four player Multitap interaction, slick graphic style and unbelievable dunk-shots - 67 of them! This rates as an Absolute Must Buy, so go get it now. NOW! YOU HEAR ME? NOW!


NBA JAM
DREXLER
TURBO
PORTER
TURBO
WORTHY
TURBO
DIVAC
SEIKALY
TURBO
MINER
SHOT
05
PIPPEN
TURBO
GRANT
MALONE
TURBO
WORTHY
TURBO
SEAL OF QUALITY
Nintendo
MAGAZINE SYSTEM
NBA

UT NOW

PLOK!

SUPER NES PRICE:£49.99 RELEASE:MARCH RATED:81%

Plok! Soon after the little feller is abandoned for doing nothing particularly special he sets about encouraging players to give him just one more go. Yes, despite his apparently mediocre appeal, Plok! is mysteriously found returning to the Super NES cartridge slot because he somehow possesses that special something. Players longing for a bright, colourful adventure to pass the time between now and the next Mario adventure are encouraged to check this one out. It's a grower. (Well, Andy thinks so anyway).

PLOK
SCORE
55650
THIS HAS GONE
BEYOND A JOKE!
PLOK!

TETRIS II

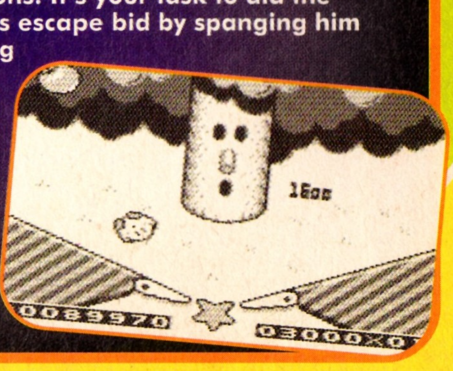
NES PRICE: £24.99 RELEASE: OUT NOW RATED: 84%

When fairness bowls a low ball in life, disappointment is often met with the phrase 'it just isn't cricket.' A lot of people feel cheated by Tetris II because, well, it just isn't Tetris. Although the sequel bears some resemblance to the original, the ground rules are entirely different. Rather than add new features the game's designers have replaced the basic structure with something new: unnecessarily distorting perfection in the empty hope of improvement. Nonetheless, Tetris II is as playable if not quite as ground-breaking or enjoyable as the original and, as such, recommended for the more hardened puzzle freak. Got the idea? Good.

KIRBY'S PINBALL LAND

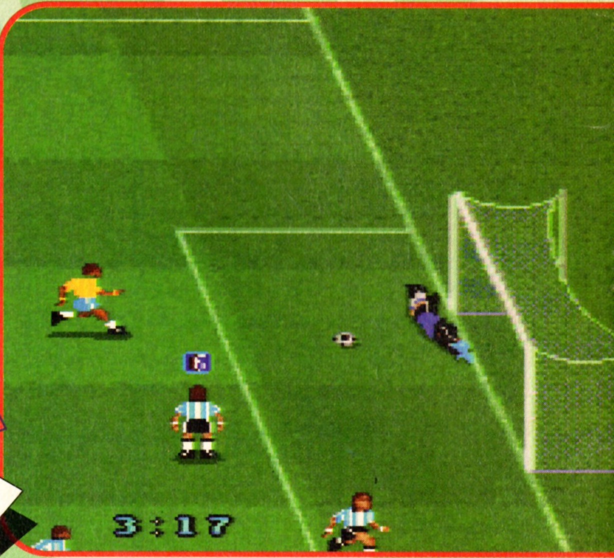
GAME BOY PRICE:£24.99 RELEASE:MARCH RATED:88%

No sooner is this fab little game reviewed in This Very Issue than Nintendo decide to release it! That's speed for you! To fill in those of you who couldn't be bothered reading the review (and believe me, you need filling in) Kirby has been captured by the evil monarch Dedede and incarcerated in a fiendish pin table-like prison guarded by three of Dedede's top minions. It's your task to aid the inflated little windbag in his escape bid by spanging him around the place then going head-to-head with the guardians before having it out with Dedede himself. We really like this game and Paul *reeallyy* likes it, so, if you haven't already got a pinball game for your 'Boy give this a long and loving look. It's great.

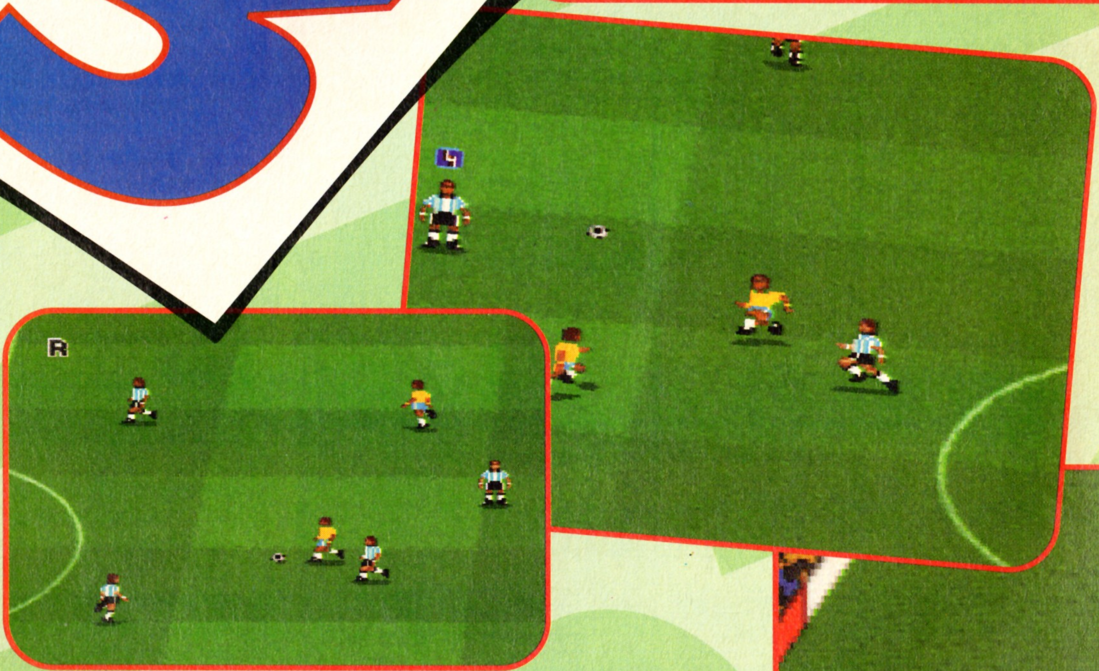


SUPER KICK OFF 3

Exclusive®



Screaming into the office just in time to make it into this issue comes one of the most eagerly awaited soccer games around - the already legendary Kick Off 3! Naturally NMS didn't faff about like the FA. Oh no. Instead we grabbed the cart to bring you this NMS Last-Minute News Special! So why waste any more words with an introduction? Let's get into the action!

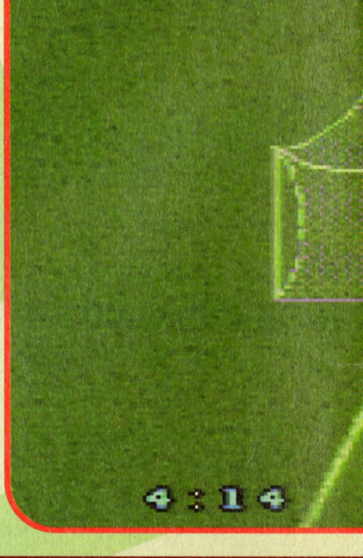


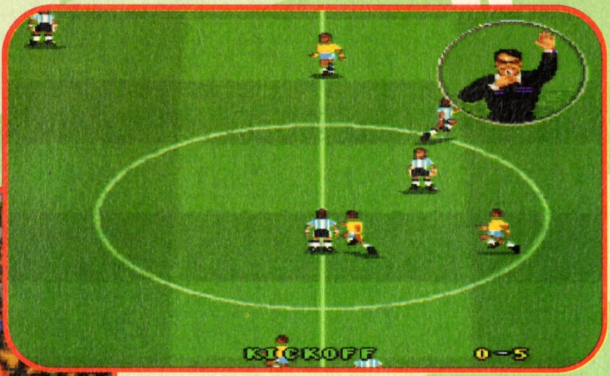
THE LEGEND CONTINUES

Now if you don't know about Kick Off by now you're obviously one of life's more unfortunate types. For ages Kick Off 2 was THE soccer game on computers and consoles, kicking all the competition into a cocked hat with its utterly amazing playability which totally captured the excitement of the sport for the first time. On the Amiga the game was unbeatable - and some people insist that it's still the king today. However, previous Nintendo conversions have been disappointing to say the least. Can Kick Off 3 regain the golden footy crown? From what we've seen there's every chance that it will!

KICK OFF KICKS IN

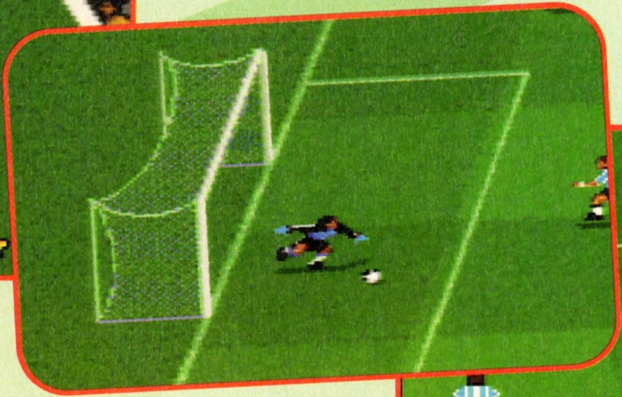
Looking at these screenshots, you may notice a similarity to FIFA soccer from EA - guaranteed to become KO3's biggest rival when it's released on Super Nintendo later this year. The coincidence is not intentional - work began on Kick Off 3 long before FIFA came out, so neither side knew what the other was up to. At the time of writing we haven't yet played the Super Nintendo version of FIFA, but we can tell you that Kick Off 3 uses the "instinctive" control method of KO2, and aftertouch is in there as well. Obviously there's going to be a Battle Royale in the offing when Kick Off 3 and FIFA Soccer go head to head in the high street, and we'll be putting both games up against each other very soon to give you the full lowdown!

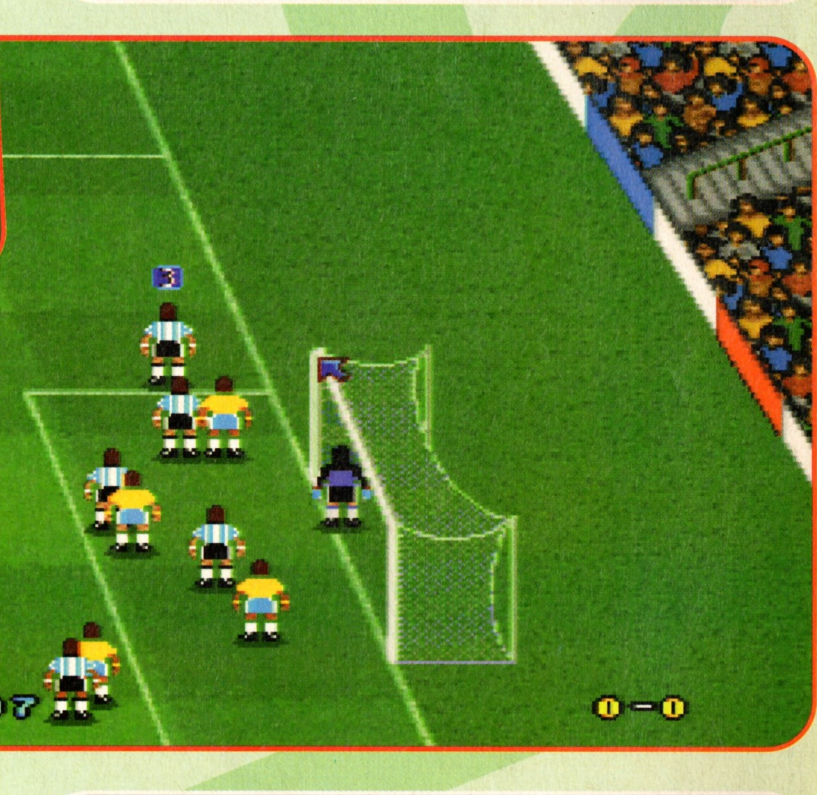


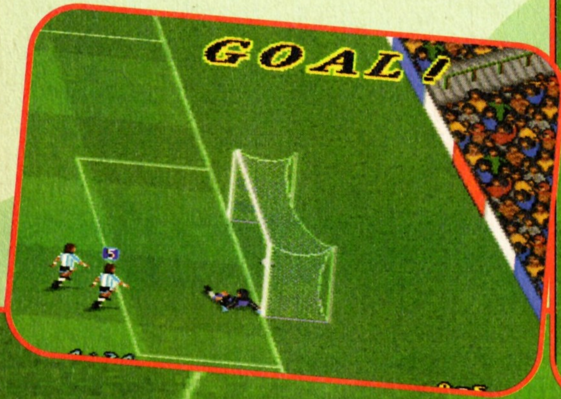


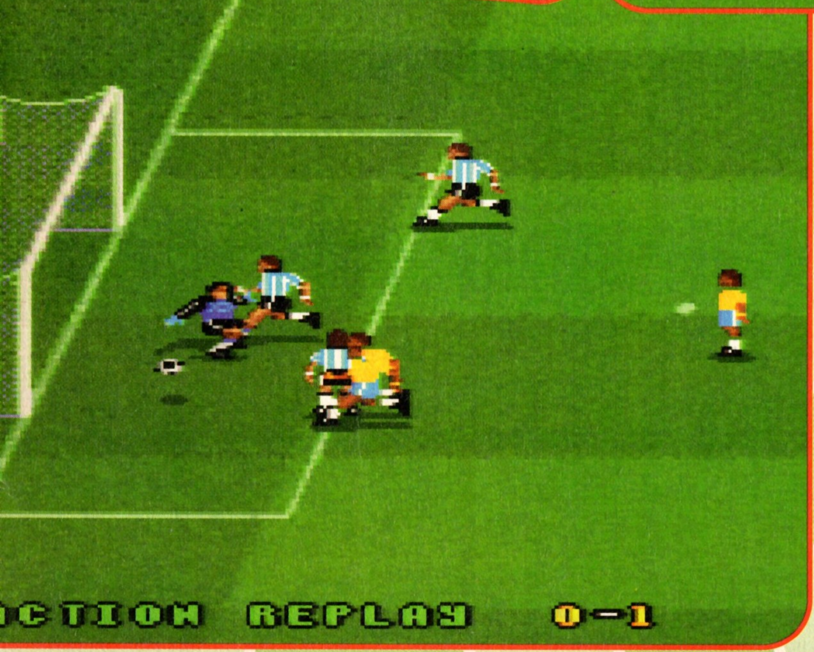
THE NEED FOR SPEED

First thing to grab you on playing the game is the sheer speed of Kick Off 3. The game appears just as fast and playable as Kick Off 2. In fact, it's as if the top-down original has been turned on its side with all the speed intact! The new view gives load of new options and tactics, though. Thankfully the control method is very simple - there are buttons for pass, tap on and shoot and aftertouch is applied immediately after the ball has been kicked to bend it around defenders etc. There are loads of neat touches too, like flying headers, chesting, kneeing the ball etc etc. All the World Cup teams will be featured in the game, which has a number of new features we're not allowed to tell you about yet. All in all Kick Off 3 looks as if it's going to give every other soccer game a serious run for its money - and we'll be giving you a more in-depth low-down next month. Can you wait that long?







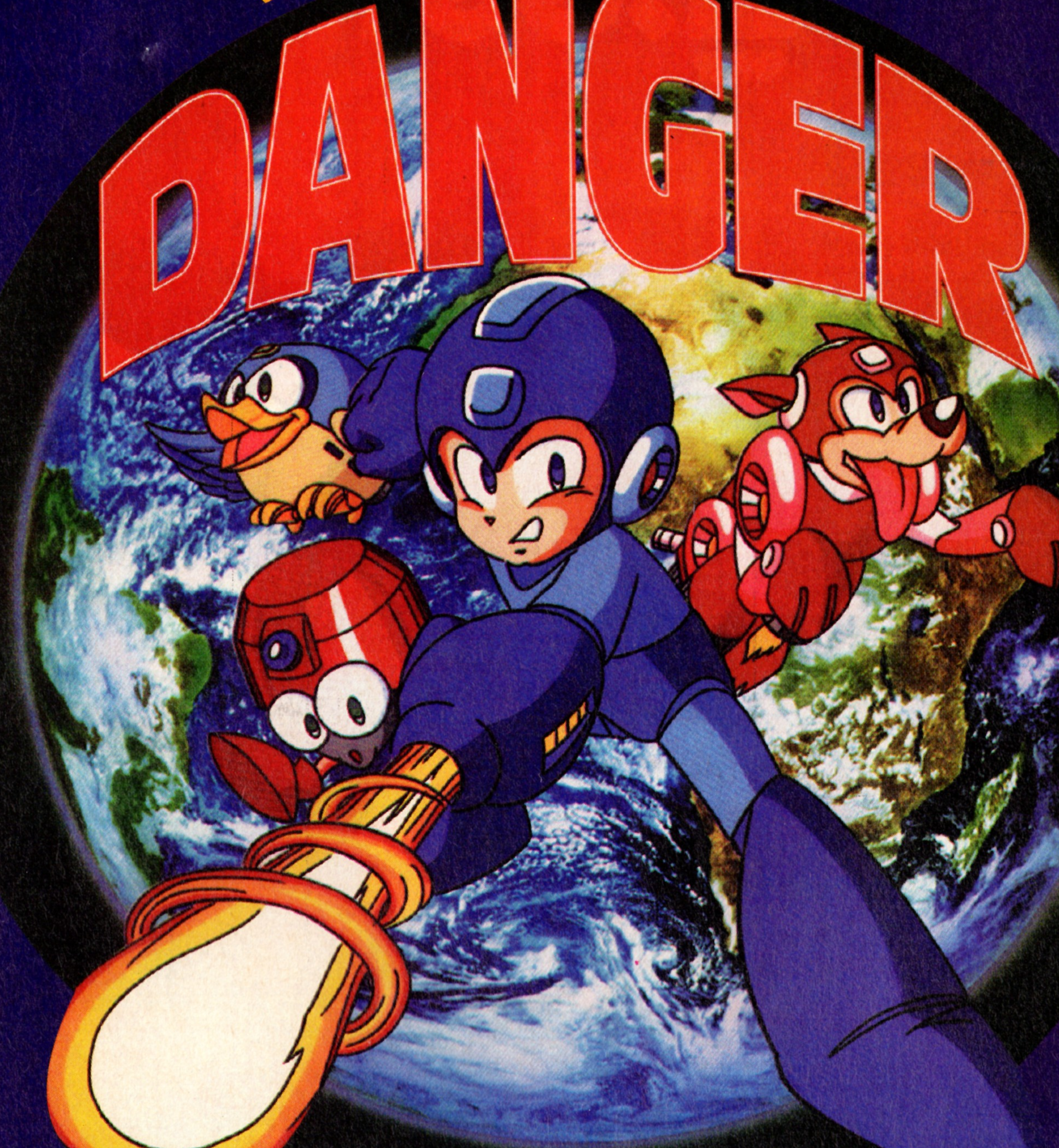


STEVE SCREECH - MILLION POUND MAN

Main man behind Kick Off 3 is Steve Screech, who worked with Dino Dini on the original Kick Off games. A complete soccer nut and Very Nice Bloke, Steve has worked hard to incorporate every aspect of real footy into the game. Now if you thought programmers were stay-at-home types who don't get out much, you'd be wrong. Last year Steve raided his piggy bank and splashed out about SIX GRAND for the holiday of a lifetime - flying MiG jet fighters in the Soviet Union! We kid you not - the man actually flew the muthas at supersonic speeds above Russia. In fact, TV reporters reckoned he was so hard that they featured the whole thing on the Six O'Clock News - and he's got the video to prove it. But the best bit's still to come: Steve's bosses at Anco and Imagineer figured that Kick Off 3 was so important that they insured him for ONE MILLION POUNDS. Bloody hell!
Another true story courtesy of the Nintendo News Network. (Our spies are everywhere!)

NEXT MONTH!

OUT MARCH 19



ENOUGH SAID!

Dear Newsagent, Reserve my copy of NMS with all due haste. Thank you. My name is:..

My address is:.. My least favourite person on the Alexi Sayle show is:....................................

SUPER NINTENDO DEALS

ALL GENUINE UK VERSIONS

SUPER NES WITH WITH MARIO ALL STARS SUPER MARIO 1,2,3 & LOST LEVELS GAMES ON ONE CARTRIDGE AND ONE JOYPAD. 114.99

SUPER NES ALADDIN PACK WITH ALADDIN AND ONE JOYPAD. 114.99

SUPER NES STREETFIGHTER TURBO PACK WITH STREETFIGHTER TURBO AND ONE JOYPAD. ...129.99

FOR A PIXEL PERFECT PICTURE CHOOSE A SCART TELEVISION

SONY KVM1400 14" FST COLOUR TV/MONITOR WITH REMOTE CONTROL.

60 CHANNEL TUNING, REAR SCART INPUT, HEADPHONE SOCKET, TWO POSITION TILT, BLACK TRINITRON SCREEN, LOOP AERIAL.

FREE SCART LEAD

(STATE AMIGA, ST, MEGADRIVE OR SNES).

SONY TV (GREY)	194.99
SONY TV (WHITE)	194.99
SONY TV WITH FASTEXT	249.99

SUPER NES GAMES

• = NEW GAME

ADDAMS FAMILY	37.49
ADVENTURES OF DR. FRANKEN	39.99
AERO THE ACROBAT	49.99
AGURI SUZUKI F1 RACING	32.99
ALADDIN	41.99
ALFRED CHICKEN	44.99
ALIEN 3	43.99
ALL USA FOOTBALL •	40.99
ASTERIX	39.99
BATMAN RETURNS	40.99
BATTLETOADS IN BATTLEMANIACS	34.49
BUBSY BOBCAT	33.49
BUGS BUNNY •	41.99
CHAMPIONS SOCCER •	44.99
CHAMPIONSHIP POOL	44.99
CHESSMASTER	37.49
CHUCK ROCK	36.99
CLAYFIGHTERS •	41.99
CLIFFHANGER	36.99
COOL SPOT	37.99
CYBERNATOR	40.99
DESERT STRIKE	37.99
DRACULA	36.99
DUNGEON MASTER •	41.99
EQUINOX	39.99
F-ZERO	32.99
F1 POLE POSITION •	39.99
FLASHBACK	39.99
GOOF TROOP	41.99
GP1	37.99
HOOK	32.99
HUDSONSOFT VIRTUAL SOCCER •	39.99
JIMMY CONNORS' PRO TENNIS TOUR	40.99
JOHN MADDEN '93	24.99
JURASSIC PARK	43.99
KEVIN KEEGAN PLAYER MANAGER	40.99
KRUSTY'S FUN HOUSE	29.99
LAGOON	51.99
LAMBORGHINI	41.99
LAST ACTION HERO	36.99
LEGEND OF THE MYSTICAL NINJA •	38.99
LEMMINGS 2	39.99
LETHAL ENFORCERS (WITH LIGHT GUN) •	64.99
LOST VIKINGS	33.49
MADDEN NFL '94 •	41.99
MAJOR TITLE GOLF	43.99
MARIO ALL STARS	41.99
MARIO IS MISSING	44.99
MARIO PAINT WITH MOUSE	49.99
MEGALOMANIA	43.99
MICKEY'S MAGICAL QUEST	41.49
MIGHT AND MAGIC 2	53.99
MORTAL KOMBAT	44.99
MR NUTZ	37.99
MYSTIC QUEST	33.49
NBA ALL STAR CHALLENGE	43.99
NHL ICE HOCKEY '94 •	41.99
NHLPA '93 ICE HOCKEY	24.99
NIGEL MANSELL'S WORLD CHAMPIONSHIP	33.49
OGRE BATTLE •	49.99
PEBBLE BEACH GOLF	41.49
PGA TOUR GOLF	24.99
PILOT WINGS	33.99
PINBALL DREAMS	36.99
PINK PANTHER	44.99
PLOK	33.99
POP 'N' TWINBEE	40.99
PUSH OVER	33.99
RANMA 1/2	44.99
REN AND STIMPY	43.99
ROCK AND ROLL RACING •	37.99
RUN SABER •	44.99
SENSIBLE SOCCER	39.99
SHADOWRUN	49.99
SIM CITY	32.99
SKYBLAZER	36.99
SOCCER KID •	37.99
SPACE ACE •	44.99
SPEEDY GONZALES •	41.99
STARWING	33.99
STREETFIGHTER 2	41.99
STREETFIGHTER TURBO	49.99
STRIKER	40.49
SUNSET RIDERS	42.49
SUPER BOMBERMAN (FOUR PLAYER GAME)	35.99
SUPER EMPIRE STRIKES BACK •	50.99
SUPER MARIO KART	33.99
SUPER MARIO WORLD	34.49
SUPER NBA BASKETBALL	41.49
SUPER PARODIOUS	32.99
SUPER PROBOTECTOR	37.49
SUPER PUTTY	44.99
SUPER SMASH TV	37.49
SUPER STAR WARS	40.99
SUPER TENNIS	32.99
SUPER TURRICAN •	44.99
SUPER WWF WRESTLEMANIA	34.99
TEENAGE MUTANT HERO TURTLES - TOURNAMENT FIGHTERS •	49.99
THOMAS THE TANK ENGINE	39.99
TINY TOON ADVENTURES - BUSTER BUSTS LOOSE	40.99
TOP GEAR 2	41.99
TOTAL CARNAGE	43.99
TUFF E NUFF •	41.99
ULTRAMAN	19.99
VEGAS STAKES	33.49
WING COMMANDER SECRET MISSIONS	44.99
WINTER OLYMPICS	44.99
WOLFENSTEIN 3D	44.99
WORLD LEAGUE BASKETBALL	32.99
WWF ROYAL RUMBLE	53.99
YOSHI'S SAFARI (SCOPE 6 GAME)	34.49
YOUNG MERLIN	51.99
ZELDA 3 - LINK TO THE PAST	33.99
ZOMBIES	40.99
ZOOL	36.99

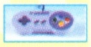
SUPER NES EXTRAS

JOYPADS

DRAGON SPEEDPAD (WITH AUTOFIRE) 9.99

FREEWHEEL STEERING WHEEL FOR SNES. PLUGS INTO JOYPAD PORT. SUITS MOST DRIVING GAMES. 24.99

LOGIC 3 LOGIPAD SN FOR SNES. FULLY MICROSWITCHED JOYPAD. WITH AUTO FIRE. 13.99



NINTENDO CONTROL PAD 15.99

NINTENDO SCOREMASTER JOYSTICK + SLOW MOTION & TWO SPEED AUTOFIRE 35.99

PHASE 9 OBLITERATOR WITH AUTOFIRE(TWO SPEED) & SLOW MOTION. 13.99

QS160 SUPERCON 2 JOYPAD (WITH SLOW MOTION AND AUTOFIRE) 10.99

QUICKJOY SN PROGRAM PAD PROGRAMMABLE JOYPAD CAN HOLD UP TO THREE PRESET MOVES IN MEMORY. IDEAL FOR GAMES WHERE SPECIAL MOVES USING MORE THAN ONE BUTTON ARE REQUIRED. 28.99

QUICKJOY SN PROGRAMMABLE JOYSTICKWITH AUTOFIRE AND SLOW MOTION. 35.99

TURBO TOUCH 360 (TOUCH SENSITIVE JOYPAD WITH AUTOFIRE) 18.99

PHASE 9 PHANTOM 2 JOYPAD. CLEAR DESIGN, LARGER SIZE PAD WITH AUTOFIRE AND SLOW MOTION 13.99

LOGIC 3 PHANTOM SN WITH AUTOFIRE AND SLOW MOTION (MICROSWITCHED) 16.99

iNINTENDO SCOPE 6 LIGHT GUN WITH SIX GAMES. GENUINE UK VERSION. ...39.99

LEADS

SCART LEAD - SUPER NES TO TV WITH SCART INPUT	9.99
MONITOR LEAD - SUPER NES TO PHILIPS CM8833 MK2 OR CBM 1084S MONITOR	12.99
NINTENDO STEREO AUDIO/VISUAL LEAD FOR SUPER NES (INCLUDES SCART/EURO CONNECTOR AND RED/YELLOW/WHITE PHONO STEREO & VIDEO LEAD)	15.99

STORAGE

PROTECTOR CASES FOR CARTS (PACK OF 4). PROTECTS CARTRIDGES FROM MOISTURE AND DUST (CLEAR PLASTIC)	6.99
LOGIC 3 MULTI CASE CARRY BAG	12.99
GAME GENIE (GAMES ENHANCER, ALLOWS CHEAT CODES TO BE ENTERED FOR INFINITE LIVES, CREDITS ETC. BOOK OF CODES INCLUDED)	37.99

GAMEBOY DEALS

ALL GENUINE UK VERSIONS

GAMEBOY WITH NO EXTRAS
FREE KONIX GB HOLSTER 39.99

GAMEBOY WITH TETRIS+ BATTERIES
FREE KONIX GB HOLSTER 49.99

GAMEBOY PINBALL DREAMS PACK WITH PINBALL DREAMS GAME & BATTERIES.
FREE KONIX GB HOLSTER 57.99

GAMEBOY GAMES

• = NEW GAME

ADDAMS FAMILY 2 - PUGSLEY'S SCAVENGER HUNT	23.49
ADVENTURE ISLAND 2	20.99
ALFRED CHICKEN	23.99
ASTERIX	23.99
BART AND THE BEANSTALK •	23.99
BATMAN - THE ANIMATED SERIES	21.99
BATTLETOADS	14.99
BATTLETOADS IN RAGNAROK'S WORLD	21.99
BEST OF BEST KARATE	18.99
BLUES BROTHER'S JUKEBOX •	19.99
CASTLE QUEST	20.99
CASTLEVANIA 2	21.99
CHUCK ROCK	20.99
CLIFFHANGER	20.99
DAFFY DUCK - THE MARVIN MISSIONS •	22.99
DARKWING DUCK	25.49
DR. FRANKEN 2	23.99
DR. MARIO	20.49
DRACULA	20.99
DUCK TALES	18.99
EMPIRE STRIKES BACK	21.49
F1 POLE POSITION •	21.99
FELIX THE CAT	20.99
FIDGETTS	23.49
FIRE FIGHTER	23.99
FLINTSTONES	18.99
FORMULA 1 RACE (WITH FOUR PLAYER ADAPTOR)	25.49
FRANKY, JOE AND DIRK ON THE TILES	20.99
GARFIELD	24.99
GEAR WORKS	20.99
GOAL	21.99
GOLF	18.49
HUMANS	21.99
INDIANA JONES AND THE LAST CRUSADE •	19.99
JURASSIC PARK	25.99
KIRBY'S DREAMLAND	20.49
LAMBORGHINI	21.99
LAST ACTION HERO	20.99
LEMMINGS	22.49
LOONEY TUNES	21.99
MARIO AND YOSHI	20.49
MEGA MAN 2	20.49
MERCENARY FORCE	21.99
MONSTER MAX •	19.99
MORTAL KOMBAT	26.99
MUHAMMAD ALI BOXING	22.99
MYSTIC QUEST	25.49
NFL QUARTERBACK CLUB •	23.99
NIGEL MANSELL'S WORLD CHAMPIONSHIP	22.49
NINTENDO WORLD CUP	20.49
OTHELLO	11.99
PANG	20.99
PIERRE LE CHEF - OUT TO LUNCH	23.99
PINBALL DREAMS	21.99
POWER PAWS •	23.99
PREHISTORIC MAN •	19.99
PRINCE OF PERSIA	21.49
ROAD RASH	21.99
SENSIBLE SOCCER	20.99
SPEEDY GONZALES	26.99
STAR TREK	18.99
STAR WARS	22.49
SUPER JAMES POND	23.49
SUPER MARIO LAND	20.49
SUPER MARIO LAND 2	25.49
SUPER RC PRO-AM	21.99
TEENAGE MUTANT HERO TURTLES - RADICAL RESCUE	21.99
TENNIS	19.49
TERMINATOR 2	16.99
TESSERAE	17.99
THE SIMPSONS - ITCHY AND SCRATCHY	23.99
TINY TOON ADVENTURES	21.49
TINY TOON ADVENTURES - MONTANA'S MOVIE MADNESS	21.99
TITUS THE FOX	21.99
TOP RANKING TENNIS	20.49
TRACK AND FIELD	24.49
TROLLS	23.99
TURTLES 2	18.99
ULTRA GOLF •	22.99
VIKING CHILD	21.99
WWF KING OF THE RING	23.99
YOSHI'S COOKIE	18.49
ZELDA - LINK'S AWAKENING	22.49
ZOOL	21.99

SAITEK BOOSTER BOY HOUSES CONSOLE, TURNING IT INTO A TABLETOP MACHINE WITH SCREEN LIGHT AND MAGNIFIER, MINI JOYSTICK, SOUND AMPLIFIER AND SPACE FOR CARTRIDGE AND EARPHONE STORAGE. REQUIRES GAMEBOY MAINS ADAPTOR OR BATTERIES. 22.99

CHELMSFORD CLUB SHOP

OPEN 10am 'til 8pm 7 DAYS A WEEK

43 Broomfield Road, Chelmsford, Essex.

SPECIAL RESERVE £10 GIFT VOUCHERS

If you are not sure what to buy someone for their Birthday, or a special occasion, then why not let them choose themselves with the Special Reserve £10 Gift Voucher. You can order your gift vouchers on the normal form or by phone in denominations of £10.

PLEASE WRITE "SPECIAL RESERVE £10 GIFT VOUCHER" ON THE ORDER FORM £10.00

PLEASE NOTE THIS BOX IS NOT A GIFT VOUCHER

Special Reserve

The Games Club

NRG

Special Reserve members can have all this.. can YOU?

- **READ "NRG" Regular Club Magazine**
- **CHOOSE from our Huge Selection**
- **BUY at Best Possible Prices**
- **SAVE with our Special Deals**
- **SAVE more with our XS Coupons**
- **WIN up to £10,000 worth of prizes FREE**

JOIN now from just £4.00

We only supply members but you can order as you join

There's no obligation to buy and you can be any age. Just send in the form below or phone Sales on **0279 600204**.

As a member of Special Reserve you'll receive regular issues of NRG magazine. NRG is our 48 page colour club magazine sent bi-monthly only to Special Reserve members. NRG contains:

1. The best selection of games, peripherals and hardware for all popular formats. We are official Sega, Nintendo and Sony stockists.
2. Reviews in colour and latest information on new products
3. Charts and Release Schedule, to help you choose and plan
4. The best prices. Just one purchase will save you your joining fee
5. Hundreds of Special Offers. Top games at prices you won't believe
6. XS Super Savers. Money-off coupons worth over £180 a year
7. **BIG £10,000 TARGET PRIZE COMPETITIONS**. In every issue of NRG, exclusive to members, free to enter!

That's why over 200,000 people have joined Special Reserve, the biggest games club in the World!

0279 600204

OPEN 10am til 8pm Seven Days a Week!

Order/Confirmation/Receipt sent for every order.

You can also Fax your order to us on: 0279 726842

We pride ourselves on our after-sales service. (18 customer service lines) Inevitably some games listed may not yet be available. Please phone sales on 0279 600204 to check availability before ordering. In the event of delay we issue refunds on request at any time prior to despatch. We reserve the right to change prices without prior notification. E .& O.E.

SAWBRIDGEWORTH SHOP
2 South Block, The Maltings
Sawbridgeworth, Herts

CHELMSFORD SHOP
43 Broomfield Road,
Chelmsford, Essex

CLUB SHOPS OPEN 10am til 8pm SEVEN DAYS A WEEK.

Registered Office: Inter-Mediates Ltd, 2 South Block, The Maltings, Sawbridgeworth, Herts. CM21 9PG.

All prices include VAT and carriage to UK mainland. See base of order form for overseas surcharges. We supply hardware only to UK mainland addresses.

MEMBERSHIP FEES	6 MONTHS TRIAL MEMBERSHIP	ONE YEAR ANNUAL MEMBERSHIP	TWO YEARS WITH FREE HARD BINDER
UK MEMBERS	**4.00**	**7.00**	**14.00**
OVERSEAS EC MEMBERS	6.00	9.00	18.00
OVERSEAS WORLD MEMBERS	7.00	11.00	22.00

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN.
THERE ARE NO SURCHARGES ON UK TELEPHONED ORDERS.
(PLEASE PRINT IN BLOCK CAPITALS)

TYPED

Name ______

Address ______

______

______ Postcode ______

Phone ______ Machine ______

Enter membership number (if applicable) or **NEW MEMBERSHIP FEE (ANNUAL UK 7.00)** ☐

item ______

item ______

item ______

item ______

ALL PRICES INCLUDE UK POSTAGE & VAT £

Cheque/P.O./Access/Mastercard/Switch/Visa (Switch Issue No______)

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Card expiry date______ Signature______

Cheques payable to: **SPECIAL RESERVE**
P.O. BOX 847, HARLOW, CM21 9PH

Overseas Orders Surcharge (EC or World): Software orders please add £2.00 per item. Non-software items please add 25%. Hardware items supplied to UK mainland only. Overseas orders must be paid by credit card.

We only supply official UK products. Official suppliers of all leading brands. We sell games and peripherals all at amazing prices for Megadrive, Master System, Game Gear, Super NES, Gameboy, NES, Lynx, Amiga, Atari ST, PC, CD ROM and Apple Mac. And we sell T-shirts, Manga Videos and cuddly toys!

THE LEGEND OF THE MYSTICAL NINJA™

I URGE YOU ALL TO MAKE YOUR WAY DOWN TO THE SHOPS & BUY THIS IMMEDIATELY IT'S FAB!! TOTAL 90% JAN '94

THE GRAPHICS AND SOUND ARE FAULTLESS... YOU COULDN'T POSSIBLY GO WRONG WITH A COPY OF MYSTICAL NINJA. I SMILED ALL THE WAY THROUGH IT. SUPER PLAY 90% JAN '94

KONAMI

Konami (UK) Limited Konami House 54a Cowley Mill Road Uxbridge Middlesex UB8 2QE